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CUBES



THE WORLD'S BIGGEST NINTENDO GAMECUBE MAGAZINE

NO.6

FEATURING

UK LAUNCH! SPECIAL MAY 2002

**MAY
2002**

Everything you need to know about Nintendo's greatest console!

ALL **20** LAUNCH GAMES REVIEWED



STAR WARS

ROGUE LEADER

ROGUE SQUADRON® II

GC Exclusive – We've got a very good feeling about this...

MARIO SUNSHINE

EXCLUSIVE Water guy...
More Mario mayhem!



SPIDER-MAN: THE MOVIE

STICKY Our Spidey sense is tingling... Marvel-less?)



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06



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WELCOME

AFTER WHAT SEEMS to us like an age, Nintendo's latest console has finally hit the shelves and it's about bloomin' time! Since its Japanese launch last September we've been revelling, somewhat selfishly, in the bountiful delights of the diminutive wonder (well, we could hardly share our GameCubes with you all, could we?) Since that time we've played and shared our views on every game that's come our way. Now though, **CUBE** is moving up a gear and evolving. Now we are reviewing and previewing games that everyone has, or will have access to, on a console that's just begging to be bought in a shop near you, and the **CUBE** team is very excited that we can finally share the fun with you all.

So, I would imagine that for a good many of you, this is the first time that you have picked up an issue of **CUBE** – where have you been? You've missed five amazing issues rammed full of news, previews, features, reviews, guides, hints and tips. In fact, just like this issue, every one that has preceded it has been typified by a commitment to bring you the very best in GameCube coverage. So welcome to **CUBE**, you've certainly made the right choice, as we like to think that no one offers you more. If you want honesty and integrity, it's here in spades – no one writes better reviews, no one gets more exclusives, speaks to the important people or works harder to produce a finer mag – and that's a promise.

Of special note this issue is our 50 page special devoted to the PAL launch of the GameCube, and it should be your first port of call if you have just bought, or are about to buy, Nintendo's latest gaming wonder. There you'll find all the info, all the peripherals and all the PAL reviews for the games you'll be able to buy in the shops at launch. For those of you with an Import review you might want to check out the review of *Luigi's Mansion* (page 30) where we exclusively reveal exactly what the differences are between the European and Import versions (note: you'll be needing a mirror – we don't want to spoil it for everybody!) Elsewhere you'll find our review of *Biohazard*, again we got it first and by golly it's something special. If you were under the misapprehension that the GameCube was for kids then you had better think again...

Right, that's it, you have the right mag, you should have or be getting the right console, so all that leaves me to say is a big "THANK-YOU!" to you all and point you to our forum. It's been swamped by you guys with just shy of 28,000 posts! So if you have yet to go there I heartily recommend that you do, so point your browsers to www.totalgames.net/forum and click on 'GameCube' if you want to chat to us or meet fellow Nintendophiles. Enjoy!

Simon Phillips
Group Editor

AT A GLANCE

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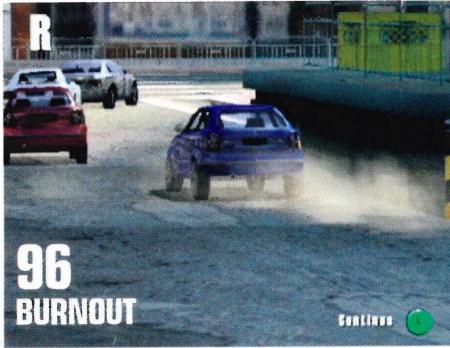
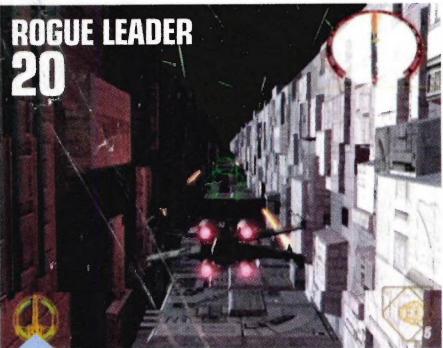
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The world's biggest Nintendo GameCube magazine!

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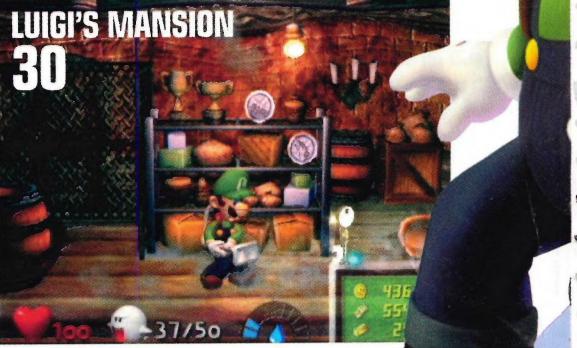


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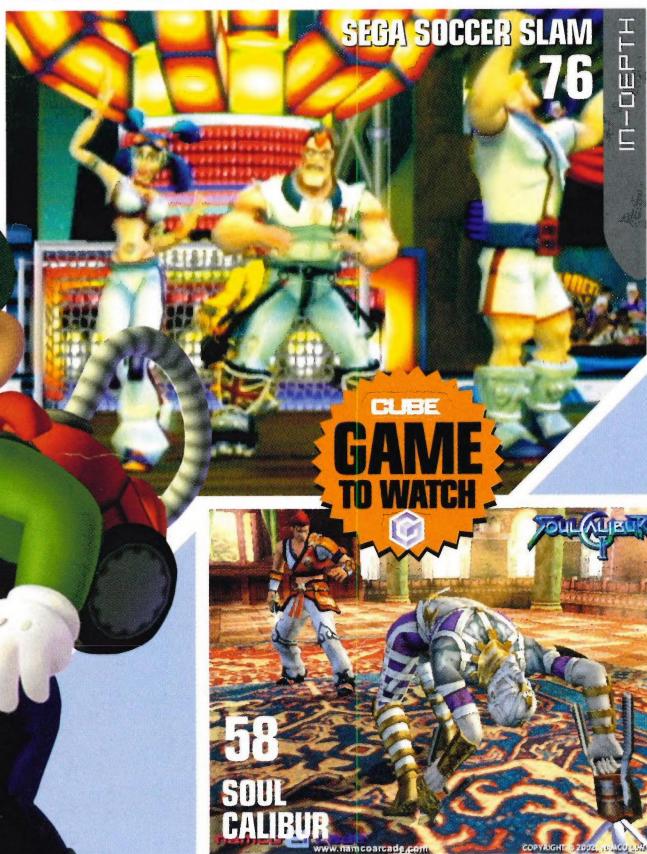
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NETWORK CUBE

There's always room in our hearts to be helpful, so whether you just want to get something off your chest or you need the latest cheats and guides, you'll find it all here. Oh – and just for fun, we slap in the odd feature and latest GBA reviews. Are we great or what?

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It's finally here! We celebrate the UK launch in style with a full rundown of the console, the launch titles and everything that you need to know about the GameCube. 06

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THE WORLD'S BIGGEST NINTENDO SOURCEBOOK

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UK LAUNCH! SPECIAL MAY 2002

Everything you need to know about the Nintendo's greatest console!

20 LAUNCH GAMES

STAR WARS ROGUE LEADER

ROGUE SQUADRON II

MARIO SUNSHINE SPIDER-MAN: THE MOVIE

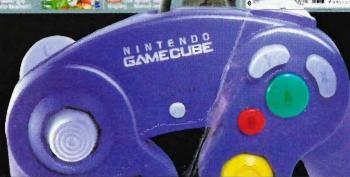
TUROK EVOLUTION ZERO BLOODY ROAR: PRIMAL FEAR SUPER BURNOUT

STAR WARS ROGUE LEADER

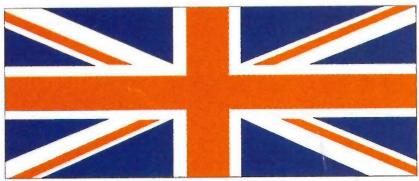
ROGUE SQUADRON II

MARIO SUNSHINE SPIDER-MAN: THE MOVIE

TUROK EVOLUTION ZERO BLOODY ROAR: PRIMAL FEAR SUPER BURNOUT



UK LAUNCH SPECIAL



(Or 'Everything You Wanted To Know About The GameCube, But Were Afraid To Ask')

YOU KNOW, IT'S amazing how many people out there know about the GameCube, but don't *know* about the GameCube – everything from the basic questions like what colours the GameCube comes in and how it works to the specifics of which games are due out on launch day. Well, you don't have to fret – we've worked long and hard to cover all the bases and bring you a full-on guide to everything you'll need to know about the GameCube on day one. Strap yourself in for a rollercoaster ride of information... honest.



THE BLUFFER'S GUIDE TO GAMECUBE

Important questions about the GameCube that you might not know the answers to...

Q: What are the primary differences between a PAL GameCube and an NTSC one?

A: Not that much, as it happens – as far as physical appearances go, the only real difference is the removal of the Digital AV Out port. Those of you who know about the technical side of consoles, though, will realise that a major difference is down to the specifications of PAL and NTSC systems; in the past, PAL consoles have always run 17.5% slower than NTSC ones and featured borders around the screen when running software. However, advances in technology – along with the introduction of the PAL 60hz mode – will negate practically all of the speed difference with next-generation consoles.



Q: What's the deal with the PAL 60hz mode? Will it work with all the games?

A: Nintendo hasn't released much information regarding this new inclusion for the PAL GameCube, but what we do know is that activating the 60hz mode makes whatever PAL game you're playing run as fast and as smooth as its NTSC counterpart. Doing this is as simple as holding down the B Button when you

turn the machine on to boot up a game. However, the games have to be specifically encoded with this feature before it'll work – therefore, we fear that not all games will have this function as it takes more time to develop (especially if it's a simple port from another console). While we're sure that all Nintendo games and some bigger second and third party titles will have it, we're not so sure about the rest...



Switch on the PAL 60hz mode with certain titles and you'll remove the pesky borders and loss of speed...



NUMBER CRUNCHING

There's nothing quite like a console comparison to get you going in the morning, is there?

War, huh... what is it good for? Well, nothing really – unless you're trying to promote a rival console, of course. You see, while the more level-headed of us know that it's the games and NOT the specifications that make a machine good, you'd be surprised how many people are blinded by numbers when choosing a console. After all, it has a bunch of high figures attached to it... so it must be good, right? Well, no – not always, because the specifications aren't always what they appear to be. Still, don't get us wrong – we believe that the Xbox and PS2 are decent enough machines in terms of games. We're just out to prove that when it comes to the pure numbers, the GameCube isn't as much of a junior as the rivals might have you believe...



Q 04 What type of discs does the GameCube use? Aren't they just DVDs?
A No, they're not – the discs that the GameCube uses are three-inch optical proprietary discs, holding approximately 1.5GB of data each. These are specifically developed for the GameCube and are based on the latest Panasonic disc technology; hence, when all Panasonic products start using them, the GameCube will be in a prime position. However, this does mean that the GameCube cannot play DVDs or regular CDs, but this is no big loss when you realise that the machine is made specifically for games.

Q 05 What sort of memory cards will the GameCube use to save data on to?
A The Memory Card 59 is pretty much the same as any other console memory card – you plug it in and it saves your game data. As the name suggests, the memory card consists of 59 blocks to save your game to; however, the number of games you can save to the card depends on how much space each one takes up (from as small as three blocks to as much as the whole card). However, the Memory Card 251 (which is four times bigger) is out in the US on 24 June, so no doubt it'll appear over here soon enough.

As a side note, those of you coming to the PAL GameCube having owned import ones won't be able to port across any of your game saves. Instead, you'll have to reformat your card to register the PAL machine – an obvious point, but a valid one nevertheless.

Q So why was it decided not to offer the GC with a DVD player feature as standard?
A Simple... do you really want to pay more for your console? No, thought not. Basically, the GameCube is intended to be a games machine rather than being a 'home entertainment system' – it's made to play games and nothing else. Not only is that what Nintendo is best at, but including the components needed for DVD playback pushes the price of production up which, in turn, pushes up the price you pay. And before you ask, no – the specific DVD/GameCube combined unit known as the Panasonic Q is never going to be released outside of Japan. Sorry.



PRETTY AS A PICTURE

GRAPHICS AREN'T EVERYTHING... BUT THEY LOOK NICE

The biggest weapon used by people who enjoy bashing rival consoles is the polygon count – or in layman's terms, 'the thing that makes the graphics look good'. Theoretically, the higher the number the better the machine is at creating ace graphics; of course, looking at the figures here would suggest that out of the three next-generation consoles, the GameCube is the worst of the lot. Still, we've seen what the GameCube can do... how can that be? Well, it's all about taking the figures in the right context – namely, the conditions that those figures are created from.

For example, we'll admit that the Xbox and PlayStation2's figures are correct... in terms of raw data. Being able to create that many polygons at once is totally possible, although only when done in a base form with nothing else going on at the same time. In contrast, the GameCube figure of 12 million polygons is taken from an estimate during realistic gaming conditions – that is to say that while the GameCube is generating those 12 million polygons, it's also busy coming up with all the necessary textures, backgrounds, character models, lighting effects and other things that have to be in a game to make it... well, a game. If the Xbox and PlayStation2 were to take realistic gaming conditions into account rather than raw data, then those polygon counts – which once seemed so high – come hurtling down to a 'meagre' 10-12 million. See? We told you things weren't as bad as you might have thought...

POLYGON COUNT (PER/SEC)

GAMECUBE	XBOX	PS2
12 million	116 million	66 million

POWER OF THE BEAST

Going on the base figures, it's clear that the Xbox comes out best – created using Intel PC technology, there's certainly no doubt that's it's a powerful machine. However, the GameCube's smaller 485MHz Gekko isn't as lacking as you may believe; IBM's custom-made micro-processing unit is actually based upon Apple's PowerPC technology. This means that while the clock speed remains constant, the actual processing power is twice as high. What's more, the GameCube has a whopping 256k memory cache built onto the central processor, which takes some of the load off when things get tough; thanks to this, it's totally conceivable that the 485MHz processor can, in fact, run up to ten times faster when pushed to the absolute limit. Pretty impressive for such a small box...

PROCESSOR SPEED

GAMECUBE

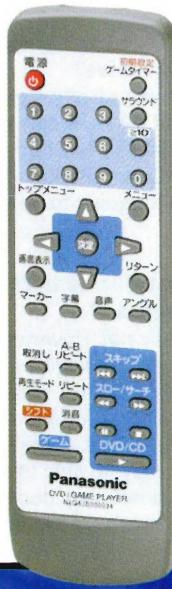
485Mhz

XBOX

733Mhz

PS2

295Mhz



The PlayStation 2... a great machine, but it's not as powerful as the GameCube!





Q Is the GameCube going to come Internet ready?

A Yes and no – while the GameCube is totally capable of going online (thanks to the two serial ports located on the bottom of it that can be used to connect a modem and broadband connector, and even a mouse and keyboard when they're announced) Nintendo still hasn't announced its plans for online connectivity at time of writing. We know that the GameCube modem and broadband connectors exist, so the delay confuses even us... and the excuse that there isn't a big enough market out there doesn't wash with us either. Still, the opportunity for connection is there – it's just a question of when Nintendo is going to take advantage of it.

Q Does the GameCube have an expansion port like the N64 did?

A Yes, indeed – as well as the serial ports that we've just mentioned, there's also a high-speed port on the bottom. So far, Nintendo hasn't announced any plans as to what this is for – so for now you'll just have to sit tight.

Q Is there ever going to be a GameCube hard drive?

A Quite possibly – we've already seen proof that IBM has developed a credit card-sized hard drive that can be fitted into the high-speed port of the GameCube, although there are no details on if and when it's going to be released.

Q Does the GameCube support Dolby Pro Logic 5.1?

A Sadly not. However, it can support regular Dolby Pro Logic as opposed to the digital kind, but only when the game software has the code written into it (as *Star Wars: Rogue Leader* does). At some point in the future, import GameCubes may be able to support Dolby Digital but as PAL GameCubes don't have the digital output, they won't get the same benefit.



MUSIC TO MY EARS

Even though it's often the graphics that first grab your attention with any game, the music and sound is just as important – after all, they help set the atmosphere and make the game complete. Although it can be tough to completely understand audio standards if you're not a technical expert, all you need to know is that the GameCube is capable of emulating the sound of a complete orchestra all on its own. With the ability to reproduce up to 64 different audio channels simultaneously (which is as many as a studio-produced music CD) the only fly in the ointment is the GameCube's inability to produce Dolby Digital 5.1 audio when compared to other consoles. Of course, you'd need a Dolby Digital speaker setup before you could take advantage of this feature, so many of you won't be missing out on much...

AUDIO CAPABILITY

GAMECUBE

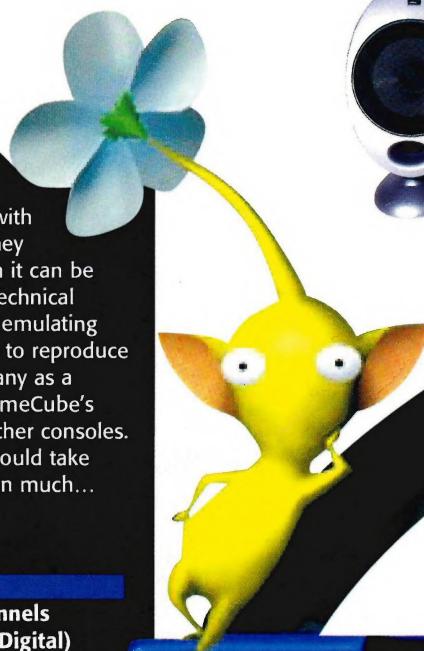
64 Channels
(Dolby Pro Logic)

XBOX

256 Channels
(Dolby Digital)

PS2

48 Channels
(Dolby Digital)



THANKS FOR THE MEMORY

In addition to the 3Mb of memory housed in the Flipper graphics chip, the GameCube has a total memory of 40Mb. Once again, this seems far inferior to the Xbox's boast of 64Mb (which is combined into one solitary block of unified memory) – however, it's the breakdown of memory that brings the GameCube back up to speed. The main memory is made up of 24Mb of 1T-SRAM (single transistor static RAM) – there are many benefits to this, not only because it drastically reduces the cost and physical space of the memory (meaning you, the consumer, don't have to pay as much for the console) but also because it's among the fastest memory technology around today. The remaining 16Mb of A-Memory (Auxiliary Memory) is made up of dynamic Ram (DRAM), which is used as a temporary storage area for buffering all manner of effects and other quick-access necessities.

ON-BOARD MEMORY

GAMECUBE

40Mb
(24Mb 1T-SRAM
16Mb A-Memory)

XBOX

64Mb (Unified)

PS2

32Mb (Direct)



A nice Dolby Digital set up will set you back around £800... but you won't need one.

Q Does the carry handle come off?

A No... why would you want it to? If it did, you'd run the risk of your GameCube crashing to the floor every time you picked it up...

Q 13 What sort of ventilation system does the GameCube have and is it as loud as the ones used by the Dreamcast and PlayStation2?

A The left and right sides of the GameCube each house a vent through which air can pass; the fan (which is located on the left of the machine as you look at it) draws cold air in through the right-hand vent and then expels hot air out through the left, thus keeping the internal components cool. As far as noise goes, the GameCube is surprisingly quiet – considerably quieter than the Xbox or PS2. It still makes some noise, as you'd expect, but nothing that will distract you from your game playing...

Q Does the GameCube have an internal clock for real-time effects in games (so if you play a game at night then it'll be night time in the game as well)?

A Certainly does – several of the games such as *Animal Forest +* (to be known as *Animal Crossing* in the US and UK) and *Virtua Striker 3* already contain such features. More are no doubt on the way, so it's a nice touch that you can look forward to in the coming months...



Play in the early evening and you'll experience what it's like to play soccer at sunset... great!



Q 14 What's so special about the link-up capabilities of the GameCube and Game Boy Advance? Does that mean I have to fork out more money to get the best out of my games?

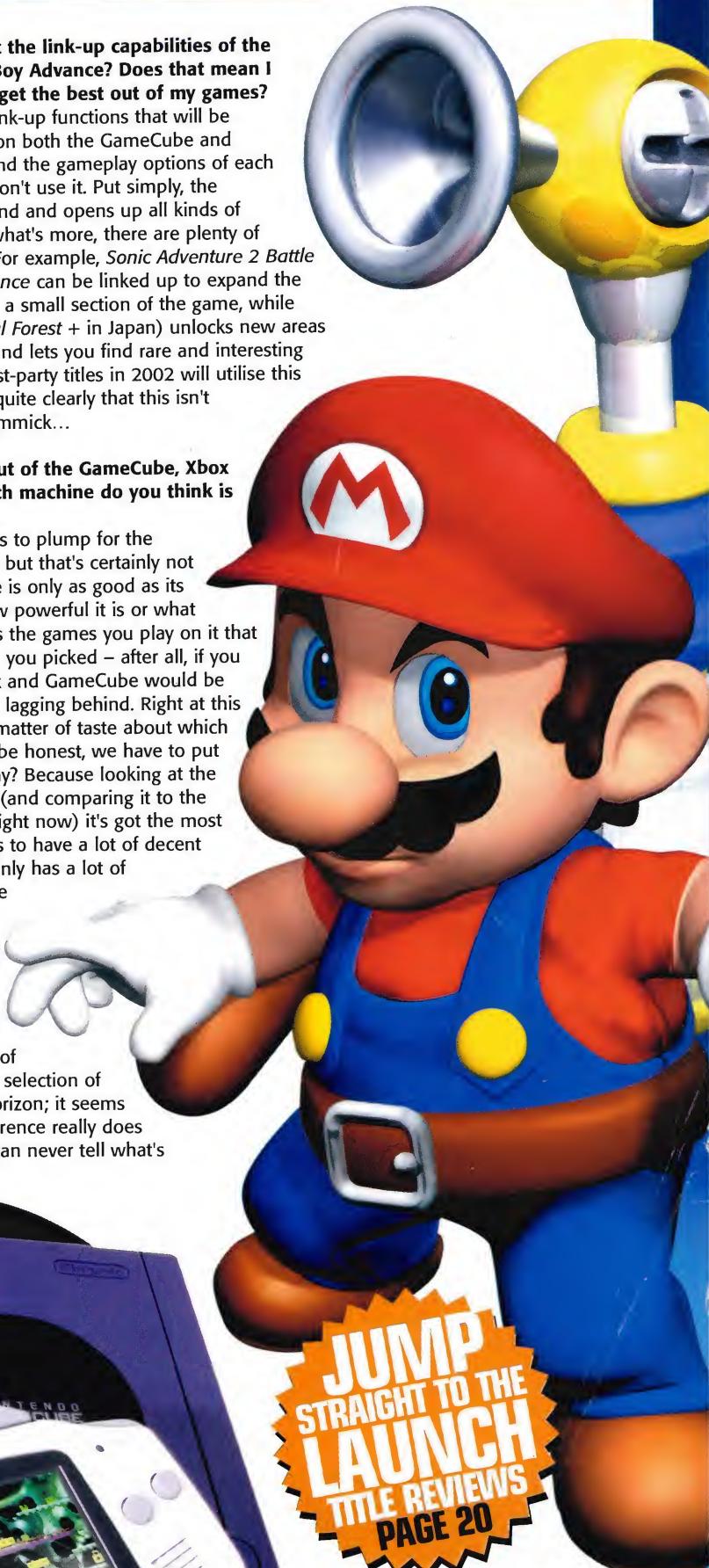
A No, of course not – the link-up functions that will be present in many games on both the GameCube and Game Boy Advance will help expand the gameplay options of each title, but won't restrict you if you don't use it. Put simply, the GBA/GC link-up is the first of its kind and opens up all kinds of possibilities to game developers; what's more, there are plenty of titles on the horizon that'll use it. For example, *Sonic Adventure 2 Battle* on the GameCube and *Sonic Advance* can be linked up to expand the breeding options contained within a small section of the game, while *Animal Crossing* (known as *Animal Forest +* in Japan) unlocks new areas for you to explore on your island and lets you find rare and interesting items. Around six of Nintendo's first-party titles in 2002 will utilise this link-up capability, so you can see quite clearly that this isn't something that's there as just a gimmick...

Q 15 So tell us the truth... out of the GameCube, Xbox and PlayStation 2, which machine do you think is the best?

A Naturally, you'd expect us to plump for the GameCube every time... but that's certainly not the case. In our opinion, a console is only as good as its games. It doesn't really matter how powerful it is or what it looks like, because ultimately it's the games you play on it that make you happy about which one you picked – after all, if you went on raw power then the Xbox and GameCube would be pretty much even, leaving the PS2 lagging behind. Right at this precise moment in time, it's all a matter of taste about which types of games you prefer, but to be honest, we have to put our money on the GameCube. Why? Because looking at the line-up of games due on day one (and comparing it to the games out for the Xbox and PS2 right now) it's got the most eclectic mix of titles AND manages to have a lot of decent ones to boot. While the PS2 certainly has a lot of games out for it, many of them are disappointing in the essential gameplay department; meanwhile, the Xbox seems to faltering in the blocks with a lack of decent titles after what looked like a promising start. The GameCube has a wide range of titles now and also has a selection of quality games on the horizon; it seems that the Nintendo Difference really does count after all. Still, you can never tell what's going to happen in the future...



JUMP
STRAIGHT TO THE
LAUNCH
TITLE REVIEWS
PAGE 20



CONTROL FREAKS

One console, a ton of different joypads to choose from – on top of the official one, there are plenty of third-party options. Don't worry though... we'll guide through the best of the rest.



OFFICIAL NINTENDO PAD

(RRP £24.99)

The controller that sets the standard, Nintendo's pad is obviously the best on the block. The size is spot on, the curved design a joy to hold, the analogue sticks smooth and flawless – however, we still have a few tiny gripes with it. Although it's an interesting inclusion, the Z Button is odd to say the least; it's in a really awkward position and doesn't work as well as it might. We can also predict a dark future for StreetFighter-style fighting games, given that the D-Pad is far too small to be of any continuous use. Still, Nintendo should be proud over this pad – but buying four at that price isn't promising...

ADDITIONAL FEATURES: NONE



BLAZE

(RRP £14.99)

Mimicking the official pad's curves while managing to bulk itself out a little, the Blaze pad is a worth contender for second place (alongside the Joytech pad). The D-Pad, while not being much bigger, is more prominent and easier to use effectively while the addition of a second Z Button (in the form of a Macro function) is certainly useful. The only complaint we've got is the slight clunkiness of the actual controls – while the harder buttons are a good thing, the movement of the analogue sticks leaves a bit to be desired. Still, at £10 less than the official pad, you certainly can't go wrong here...

ADDITIONAL FEATURES: TURBO BUTTON, MACRO FUNCTIONS



JOYTECH

(RRP £14.99)

The pad for people with big hands; going on the Western belief, that's pretty much all of us. Joytech's take on the GameCube pad is very comfortable – although it feels a little unwieldy at first, you soon get to grips with it. Other refinements include a much improved D-Pad and the Z Button, which has been angled in the opposite direction... finally, we can press it properly! The strange shape of the X and Y Buttons is a bit of a letdown and the analogue sticks can feel a touch loose at times but besides that, this is the only other third-party pad we'd happily give the two thumbs-up to.

ADDITIONAL FEATURES: VIBRATION SELECT SWITCH



BITS AND PIECES

As well as the usual joypads, every third-party peripheral company is also chomping at the bit to supply you with a whole bundle of other goodies... here's a quick rundown of what you can expect to see on the shelves come launch day.

PORTABLE SCREENS

With the success of the PSOne screens now apparent, almost all of the big names have got portable GameCube screens coming out on or just after the launch. Both the Interact 5.4inch Mobile Monitor (RRP £129.99) and the slightly larger Logic 3 5.6inch screen (RRP £119.99) use LCD screen technology to provide a miniature version of your regular TV picture, along with great sound quality. Joytech, on the other hand, has their technologically-superior 5.6inch TFT RGB screen coming out with SRS 3-D Surround sound (RRP £99.99). Incidentally, we'll be putting all of the screens through their paces in the next issue of the mag – if you're ready eager to take your GameCube on the road, you'll want to hear what we've got to say...



THRUSTMASTER OFFICIAL FIFA WORLD CUP EDITION

(RRP £14.99)

Ugh. Talk about ugly, uncomfortable and nasty all at the same time – plus it looks more like an Xbox controller. As well as feeling far too wide to make the buttons accessible, the C-Stick is absolutely horrible; it's too small and not loose enough. The raised dome of the analogue stick is weird, the Z Button is horrid and the D-Pad looks like it's been stolen from a GBA. Oh, and all the button labels are printed rather than engraved... but that's just us being picky. If someone offers you one of these pads, we suggest you walk away – very quickly.

ADDITIONAL FEATURES: TURBO BUTTON, 'CLEAR' BUTTON

FUNCTION	██████
COMFORT	██████
LOOKS	██████
OVERALL	██████

buttons too. Only the Z Button and D-Pad are truly terrible and neither do the overall pad any favours, which is why we find it hard to really push it as a front runner.

ADDITIONAL FEATURES: VIBRATION SELECT SWITCH

FUNCTION	██████
COMFORT	██████
LOOKS	██████
OVERALL	██████

INTERACT SUPERPAD

(RRP £14.99)

Feeling more like an N64 pad with the middle prong removed, the Interact pad falls straight into the middle ground – as a third-party pad, it does what it has to but doesn't excel at anything in particular. While the analogue sticks are comfortable and functional, they're clearly nothing special; the same goes for both the main buttons (which are all kidney-shaped and really soft) and the Trigger

TELEVISION CABLING

Although the GameCube comes with a basic composite cable and a SCART block adapter, most of you will probably want to pick up a different TV cable to plug your GameCube in with. Thankfully, there are plenty available from both Nintendo and the third-party companies – everything from the basic RF leads (and RF Switch Boxes to match) and SCART cables to RGB SCART and S-Video cables will be available at a range of prices between £7.99 and £14.99.



MEMORY CARDS

With the official Memory Card 59 (RRP £14.99) being slightly too small for some people's tastes, it's the job of the third-party firms to come up with something bigger... for now, anyway. Joytech,

Gamerster and Interact are all releasing larger versions of the basic memory card, all using uncompressed flash ROM technology to provide corruption-free data storage. Coming in 4Mb, 8Mb and even 64Mb sizes (and ranging from £9.99 up to £29.99), you might never need another memory card again...



THE PRICE IS RIGHT

CUBE goes trawling around the high street in search for the perfect GameCube package...

ASSUMING YOU HAVEN'T picked up your GameCube already, we've compiled a list of best packages and deals below. Of course, it's always worth a quick ring around your local shops to see who is offering the best deal – with the GameCube arousing much hype and excitement, you can be sure that most retailers will have their finger on the pulse with some excellent value deals.

Please remember that these prices are correct at the time of print and are subject to change at any time.



(PRICES TAKEN FROM WWW.GAME.UK.COM)

Purple/Black GameCube £169.99
Games starting at £39.99

• DEAL ONE

Purple/Black GameCube
Memory Card 59
Star Wars: Rogue Leader £219.99

• DEAL TWO

Purple/Black GameCube
Memory Card 59
Luigi's Mansion £214.99

• DEAL THREE

Purple/Black GameCube
Memory Card 59
Additional Official Controller
FIFA World Cup 2002 £234.99

• DEAL FOUR

Purple/Black GameCube
Memory Card 59
Star Wars: Rogue Leader
Sonic Adventure 2 Battle £249.99



(PRICES TAKEN FROM WWW.AMAZON.CO.UK)

Purple/Black GameCube £164.99
Games starting at £34.99

• DEAL TWO

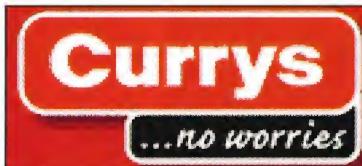
Purple/Black GameCube
Additional Official Controller
Memory Card 59
Two games of your choice
Inflatable GameCube chair

£285

• DEAL THREE

Purple/Black GameCube
Two Additional Official Controllers
Memory Card 59
Three games of your choice
Inflatable GameCube chair

£350



(PRICES TAKEN FROM WWW.CURRYS.CO.UK)

• DEAL ONE

Purple/Black GameCube
Additional Official Controller
Luigi's Mansion
Waverace: Blue Storm
Super Monkey Ball
Memory Card 59 £340

• DEAL TWO

Purple/Black GameCube
Additional Official Controller
Luigi's Mansion
Waverace: Blue Storm
Memory Card 59 £275

• DEAL THREE

Purple/Black GameCube
Additional Official Controller
Luigi's Mansion £225



(PRICES CHECKED IN-STORE)

• DEAL ONE

Purple/Black GameCube
£50 worth of vouchers £169



(WWW.GAMESTATION.CO.UK)

Purple/Black GameCube £169.99
Games starting at £37.99



(WWW.CEX.CO.UK)

Purple/Black GameCube
Additional Official Controller
Any game of your choice
Inflatable GameCube chair £170 TO 180
£35 TO £45



(PRICES TAKEN FROM WWW.DIXONS.CO.UK)

• DEAL ONE

Purple/Black GameCube
Additional Official Controller
Any game of your choice
Inflatable GameCube chair £235



"ANOTHER MONTH, ANOTHER GAMECUBE - WITH THE LAUNCH RIGHT ON TOP OF US, CAN YOU AFFORD NOT TO TRY AND WIN IT?"

WIN A GAMECUBE!

Plus Driven for the GC and DVD!

MASSIVE CUBE GIVEAWAY

AS YOU MIGHT have noticed, there's this new console out this month called the GameCube... no, we've never heard of it either. Anyway, it's supposed to be quite good and as a result, the lovely people at Bam! Entertainment have given us one to just give away for nothing – talk about being generous. Heck, they've even thrown in copies of the game Driven as well as the movie of the same name (starring Sylvester Stallone) on DVD. That means that one lucky person will walk away with a GameCube, a game and a DVD while another four runners-up will each get a game and DVD. Impressive, eh?

Of course, you'll need to answer a rather tricky question if you want to have any chance of winning – this month, it comes in the form of a mathematical problem. Just work out all of the numbers and then complete the sum to get your answer:

- Add up the two page numbers on which the Driven review appears this issue...
- Multiply the result by the number of Rocky films that Sylvester Stallone has appeared in...
- Now subtract the number of action buttons on a GameCube controller (not counting the Start Button)...
- Add to that the score that Driven got in our review as a whole number out of 100, by removing the decimal point...
- Finally, divide what you've got so far by number of people that appear on the cover of the Driven DVD and that's it!

When you've got a final whole number that you think is right, write it down on the back of a postcard or sealed envelope (NOT inside an envelope... we'll throw them away without opening them!) and send it to the address below before 30 June 2002:

WHO'S GONNA DRIVE YOU HOME TONIGHT?

CUBE MAGAZINE, PARAGON PUBLISHING, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET. BH1 2JS

RULES: Employees of Paragon Publishing Ltd, Bam! Entertainment, their agents, wholesalers, retailers and/or their relatives may not participate in this competition. Entries are limited to one per person. No purchase is necessary. The submitting of duplicate or multiple entries will result in instant disqualification. The editor's decision is final and no correspondence will be entered into. A list of the winners will be available from Paragon Publishing Ltd by post on request. There is no cash alternative for any prize offered. Proof of postage cannot be accepted as proof of delivery, and no responsibility can be accepted by Paragon Publishing Ltd for lost, delayed or damaged entries. From time to time, you may be sent news about exciting new products and opportunities that may be of interest to you. If you would prefer not to receive this information, please indicate this clearly on your postal entry.

Mr/Mrs/Ms/Miss (delete as applicable)

NAME

ADDRESS

TOWN/CITY

COUNTY

POSTCODE

TEL NUMBER

EMAIL

DATE OF BIRTH



IT'S ALL GOOD

All good things come to those who wait, and the future holds some absolute gems

BEAT-'EM-UPS

SOUL CALIBUR 2

PUBLISHER: Namco DEVELOPER: In-house
 ORIGIN: Japan PLAYERS: 1-2
 RELEASE: UK Oct '02, US Aug '02, Japan Aug '02

The sequel to what was arguably the finest 3D Beat-em-up in existence is set to debut in Japanese arcades in July, which let's face it is just around the corner. The GameCube version will feature compatibility with the GBA version, which will be released at the same time. This will allow for exclusive weapons, outfits, stages and maybe even exclusive characters.



WWF WRESTLEMANIA X8

PUBLISHER: THQ DEVELOPER: Yuke's
 ORIGIN: Japan PLAYERS: 1-4
 RELEASE: UK Oct '03, US 11 June, Japan TBA

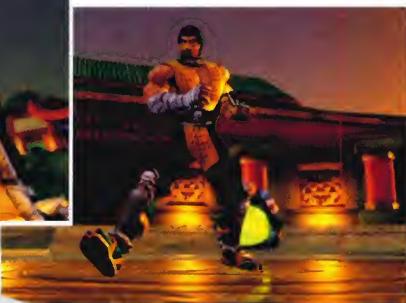
Coming exclusively to the *GameCube X8* will feature 42 wrestlers with which you can fight in Smackdown!, Raw, WrestleMania X8, Royal Rumble, Survivor Series, and Summer Slam arenas. With game modes including Hell in the Cell, Cage Match, TLC, Table, Ladder, Hardcore, Iron Man, and Royal Rumble, this will be THE multiplayer Beat-em-up to own.

MORTAL KOMBAT DEADLY ALLIANCE



PUBLISHER: Midway DEVELOPER: In-house
 ORIGIN: US PLAYERS: 1-2
 RELEASE: UK Q4 '02, US Q4 '02, Japan TBA

Garnering a reputation for being the goriest fighter available for the 16bit platforms, Mortal Kombat has now been brought kicking and screaming into full 3D. Blood, guts, gruesome finishing moves and Pit Fatalities such as acid baths are the order of the day. Early shots are looking very promising indeed.



DESPITE THE FACT that the GameCube's launch line-up offers the most rich and varied list of titles for any console launch ever, you really haven't seen anything yet. In 2002 alone there will be more titles than you can keep up with, and they're not your average, run-of-the-mill PS2 ports either. We're talking Triple-A, the cream, the games that are going to push back the boundaries and be remembered for years to come... and guess what? A large number of them are exclusive to GameCube, meaning you absolutely must have a GameCube to play them. Anything less simply won't do.

The list of must-have titles is far too long to fit in these pages so we've had to cut it down to the absolute must-haves.



ADVENTURE

PUBLISHER: Nintendo DEVELOPER: In-house
ORIGIN: Japan PLAYERS: 1
RELEASE: UK Q4 '02, US 21 Aug, Japan 19 July

SUPER MARIO SUNSHINE

After earning himself multiple awards and the 'Best Game Of All Time' moniker from games players the world over, Nintendo's star player is returning in full force. Armed with a Water Cannon, Mario must rid the world of paint, which for some reason is choking the local population. It may sound childish, but you just know that it will be pure gameplay magic.



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You can bet that Mario's latest adventure will be as ground-breaking as his previous outings.

STARFOX ADVENTURES RESIDENT EVIL SERIES

From the people that brought *Banjo Kazooie* comes an adventure to end all adventures. Guide Fox McCloud through Dinosaur Planet to discover the reason behind the disappearance of the local inhabitants. A huge, sprawling story boasting by far the best graphics yet seen on any home console.



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PUBLISHER: Nintendo DEVELOPER: Rare
ORIGIN: UK PLAYERS: 1-4
RELEASE: UK Q4 '02, US Sept '02, Japan Sept '02

PUBLISHER: Capcom DEVELOPER: In-house
ORIGIN: Japan PLAYERS: 1
RELEASE: UK Sept '02, US 31 May, Japan Out Now

Late last year Capcom signed an agreement with Nintendo making the entire Resident Evil series exclusive to GameCube. This includes a remake of Resident Evil, upgrades of RE 2, 3 and Code Veronica, and Resident Evil 0 AND 4. Check out this issue's Biohazard (Jap name) review on P.86 to see what you can expect.

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PUBLISHER: Ubi Soft DEVELOPER: In-house
ORIGIN: France PLAYERS: 1-4
RELEASE: UK TBA, US TBA, Japan TBA

RAYMAN 3 HOODLUM'S HAVOC

After an outstanding outing on the N64, the limbless hero is back to save the Lums from impending evil. Very little is known about the title other than fact that the main enemy is the Hoodlum army. Stylistically it seems to be going for a next generation version of Rayman 2, which is a very good thing.



GALLEON: ISLANDS OF MYSTERY

Headed up by Toby Gard of Tomb Raider fame, Galleon sees you assuming the part of one Captain Rhama in an attempt to uncover the sinister truth behind the death of Doctor Rhelliano. A unique graphical style complements what will be the closest thing you'll get to Tomb Raider until the real thing arrives. Galleon could well turn out to be better though.



PUBLISHER: Virgin Interactive DEVELOPER: Confounding Factor
ORIGIN: UK PLAYERS: 1
RELEASE: UK Sept '02, US Sept '02, Japan TBA

VEXX

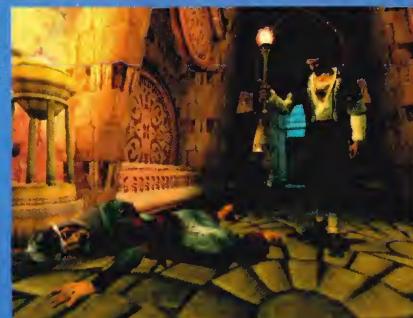
With *Super Mario Sunshine* rumoured to not be as huge as some people may have wanted, Vexx may well end up filling Mario's boots. Acclaim's attempt at a *Mario*-style adventure adds a slightly darker, more violent twist to the genre as well as a larger range of special attacks.



PUBLISHER: Acclaim DEVELOPER: In-house
ORIGIN: US PLAYERS: 1-4
RELEASE: UK Q4 '02, US Sept '02, Japan TBA

ETERNAL DARKNESS

Featuring a dark, twisting storyline spanning 2,000 years, *Eternal Darkness* is a seriously disturbing adventure, which gives a whole new meaning to the term 'mature'. Control 12 characters in an attempt to save humanity from the revival of the Ancients. Bucket-loads of special effects, over four hours of movie clips and a haunting musical score.



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PUBLISHER: Nintendo DEVELOPER: Silicon Knights
ORIGIN: Canada PLAYERS: 1
RELEASE: UK Q4 '02, US 24 June, Japan TBA

1ST PERSON SHOOT-'EM-UP

DIE HARD VENDETTA

PUBLISHER: Vivendi Universal DEVELOPER: Bits Studios
ORIGIN: UK PLAYERS: 1-4
RELEASE: UK Sept '02, US Sept '02, Japan TBA

Set in the *Die Hard* world, this title will see you using all-out firepower one minute and tactical techniques the next. The most promising aspects have to be the hostage situations and the puzzle elements – this isn't just a run-of-the-mill Shoot-'em-up. Expect *Cube* to run an In-Depth in Issue 7.



If it plays every bit as good as it looks then we're in for something very special.

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PERFECT DARK 0

PUBLISHER: Nintendo DEVELOPER: Rare
ORIGIN: UK PLAYERS: 1-4
RELEASE: UK TBA '03, US TBA '03, Japan TBA

164 SHOT



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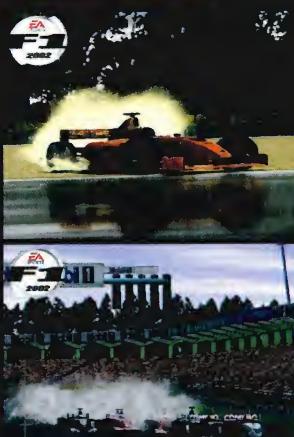
This has to be one of THE most anticipated titles out there at the moment. There's a whole school of thought on which was better out of *GoldenEye* or *Perfect Dark*, but the sequel is bound to be a supreme example of what the GameCube can really do. Nothing has been revealed yet apart from the fact that it is in development.



RACING

F1 2002

In the past EA's F1 offerings have been below par, but *F1 2002* looks to change that with great handling, superior graphics and real-time weather effects. The official license means that you'll get all the tracks, all the cars and all the proper drivers, thus providing the most realistic simulation possible.



PUBLISHER: EA DEVELOPER: In-house
ORIGIN: US PLAYERS: 1-2
RELEASE: UK Q3 '02, US June, Japan TBA

F-ZERO GC

PUBLISHER: Nintendo DEVELOPER: Amusement Vision
ORIGIN: Japan PLAYERS: 1-4
RELEASE: UK Q1 '03, US Q1 '02, Japan Xmas

Very recently Nintendo revealed that its futuristic, anti-gravity racer *F-Zero* would be coming to GameCube courtesy of SEGA-developer Amusement Vision. The GameCube version will also be compatible with the TRIFORCE arcade version. Expect exhilarating, hi-octane racing with up to 40 opponents on screen at once.



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Will SEGA do this esteemed license justice? Oh yes...

MARIO KART

The SNES and N64 versions of this racer are seen by many to be the best racers of all time. Absolutely perfect gameplay combined with inspired track designs. Miyamoto-san is reportedly going back to basics for this version – Lord only knows what that means...



PUBLISHER: Nintendo DEVELOPER: In-house
ORIGIN: Japan PLAYERS: 1-4
RELEASE: UK TBA '03, US TBA '03, Japan TBA 2003

METROID PRIME

Samus Aran makes the huge jump from 2D platformer to 3D adventure, and it hasn't been an easy transition. The storyline behind Samus's current mission is still a mystery, but her travels will take her to derelict alien spacecraft and fog-riden, alien wastelands. For edge-of-your-seat atmospherics and 'Alien-style' environments, nothing can beat it.

PUBLISHER: Nintendo DEVELOPER: Retro Studios
ORIGIN: US PLAYERS: 1
RELEASE: UK TBA, US Q4 '02, Japan TBA



PUBLISHER: Acclaim DEVELOPER: In-house
ORIGIN: US PLAYERS: 1-4
RELEASE: UK Sept '02, US Sept '02, Japan TBA

TUROK EVOLUTION

The dinosaur hunter originally started out on the N64, and with the latest version the series will finally be represented as it was originally meant to be. Dinosaurs, lush vegetation, Pterodon flying levels, stacks of pant-wetting weapons and blood everywhere. Come on, what more do you want?



Dropped from the N64 version, *Evolution* should finally see Turok taking to the skies.

MULTI PLAYER

PUBLISHER: Nintendo DEVELOPER: Hudson
ORIGIN: Japan PLAYERS: 1-4
RELEASE: UK Q1 '03, US Q1 '03, Japan Xmas

MARIO PARTY 4

The *Mario Party* series has eaten up many an hour in the CUBE offices, so news of this multiplayer, party-game fest has got us very excited. No screens are available as yet, but you can be sure that the game count will be increased substantially as well as the addition of completely remodelled characters.



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BOMBERMAN GENERATIONS

Bomberman made several appearances on the N64 but both of them seemed to concentrate on the one-player mode. Thankfully the GameCube version takes him back to his roots, and although there will be a cel-shaded one-player mode, there will be plenty of old-school multiplayer options as well.



PUBLISHER: Majesco DEVELOPER: Hudson
ORIGIN: Japan PLAYERS: 1-4
RELEASE: UK Oct '03, US 11 June, Japan TBA

SPORTS

MARIO GOLF/TENNIS

After developing the acclaimed *Everybody's Golf* on PSone, Nintendo gave Camelot the responsibility of bringing the Mario team to life in two sports games. Now they're headed for GameCube and the graphics look stunning to say the least. Naturally the gameplay will be perfect as well.

PUBLISHER: Nintendo DEVELOPER: Camelot
ORIGIN: Japan PLAYERS: 1-4
RELEASE: UK Q2 '03, US Q1 '03, Japan Xmas



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1080° 2

PUBLISHER: Nintendo DEVELOPER: In-house
ORIGIN: Japan PLAYERS: 1-4
RELEASE: UK Q2 '03, US Q2 '03, Japan Q1 '03

The N64 original provided us with the first decent snowboarding game ever. Early shots didn't look that great - now that development of the sequel has shifted back to Nintendo of Japan, this will change. *1080° 2* should be playable at this year's E3 show.



RPG

ANIMAL FOREST

PUBLISHER: Nintendo DEVELOPER: In-house
ORIGIN: Japan PLAYERS: 1
RELEASE: UK Q4 '02, US Q3 '02, Japan Out Now

Coming out late in the N64's life, *Animal Forest* has been upgraded for the GameCube and is one of the first titles to fully utilise the GBA connection. You assume the role of a young boy, and everything you do influences how the game progresses. A ridiculously huge game that seemingly has no ending. Marvellous stuff.

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FINAL FANTASY

PUBLISHER: TBA DEVELOPER: Game Designer's Studio
ORIGIN: Japan PLAYERS: 1
RELEASE: UK Q2 '03, US Q1 '03, Japan Xmas

After boycotting Nintendo for over half a decade, Squaresoft is now developing for Nintendo again. The *Final Fantasy* series has now sold 38 million units worldwide and the GameCube version will be a totally new story in the long-running saga. The game will feature extensive connectivity with the GBA version.



PS2 SHOTS

CELDA

Miyamoto has taken Link in a totally new direction - the young Elf will now explore a cel-shaded world. Despite looking very childish in appearance, all the usual gameplay qualities apply. We won't know for sure what to expect until the title is fully unveiled at E3.

PUBLISHER: Nintendo DEVELOPER: In-house
ORIGIN: Japan PLAYERS: 1
RELEASE: UK Q2 '03, US Q1 '03, Japan Xmas





Hop into an X-wing and live the dream...

**CUBE****INFORMATION****ROGUE LEADER: ROGUE SQUADRON II****PUBLISHER:** ACTIVISION**DEVELOPER:** FACTOR 5**PRICE:** £44.99**ORIGIN:** US**PLAYERS:** 1**STATS**

■ 15 LEVELS TO FLY THROUGH

■ STARS THE MILLENNIUM FALCON!

■ OFFICIAL LICENCE

■ MOVIE-LIKE IMMERSION

■ 1 MEMORY BLOCK REQUIRED

RELEASE DATES

3 MAY



OUT NOW



OUT NOW



STAR WARS ROGUE

History dictates *Star Wars* games fall flat compared to their hype. Not the latest one...

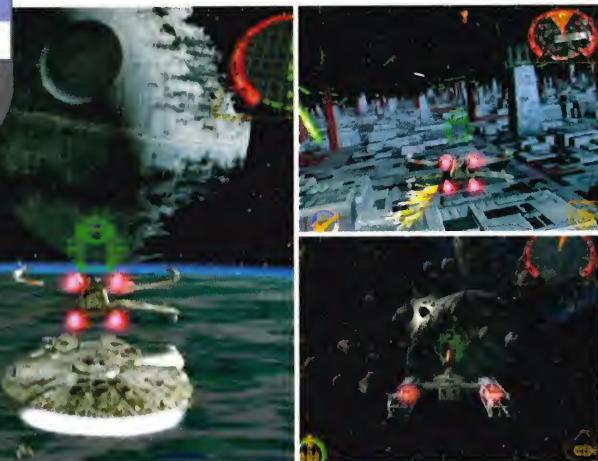
A FEW MONTHS

ago, in a country about 4000 miles away, a game called *Rogue Leader* was released.

Taking the winning formula of Factor 5's N64 game *Rogue Squadron*, it was instantly a massive hit. The mind-blowing graphics and cinematic sound transported the player straight into the *Star Wars* universe, and the intuitive shooting action allowed everyone to feel a part of it.

Now it has been released onto the UK shores. Many people have been awaiting this moment since the first tech demos of the game appeared way back in 2000, at the Nintendo SpaceWorld show.

If you cast your mind to the N64 outings *Rogue Squadron* and *Battle For Naboo*, you will have an idea of how this game plays. Taking the same formula, you have to blast your way through famous set pieces from the classic films. Taking a run through the Death Star's trench, harpooning the AT-AT's legs, deactivating your target computer and trusting to the Force as screaming TIE fighters around you are blanketed out by your pure focus... the list goes on and on. Anybody who is passionate about *Star Wars* and has grown up with these moments can breath a huge sigh of relief, as *Rogue Leader* does not disappoint. Any gameplay faults the game may contain will be brushed aside from the emotion of having a *Star Wars* game that looks like the real thing. There are times in this game when you will shudder, times when your spine tingles and times when you won't be able to play because you are completely in awe.



CHASE THE EXPRESS: Occasionally an enemy fighter will lock on and chase you. When this happens the view pushes forwards a touch. Try and slip out of this one!



Protect the Rebel Troop Carrier from the Interceptors at all costs.



ROLL UP! ROLL UP!

Some people complain the game feels as though it runs on rails. Simply turn off 'auto-roll' and 'auto-level' to create a more authentic and free-roaming Star Wars experience

OBJECTIVES
Protect the Rebel Troop Carrier from the Interceptors at all costs.

SED
L-SWITCH: ON
CAMERA: ON
ROLL: OFF
LEVEL: OFF
CROSSHAIRS: ON
RUMBLE: ON
BACK



LET THERE BE LIGHT

Rogue Leader looks stunning at all times, but where it really shines is when it starts to throw lighting effects around. When you are flying through the Death Star trench, firing a beam will cause the narrow sides to light up momentarily. The green lasers above you flash and glimmer on your craft. But the standout level is the planet Kothlis. The time is late afternoon and the sun is the light source. Tall shadows from the grassy hills are thrown out for miles, and the sun glistens on the calm ocean. A burnt-out Star Destroyer lies half submerged, still puffing out choking black smoke. Words cannot express both the technical and aesthetic beauty of the level – it's absolutely stunning, and for a few idle moments of dreaming you could swear you were looking out on to a real world.



LEADER

ROGUE SQUADRON II

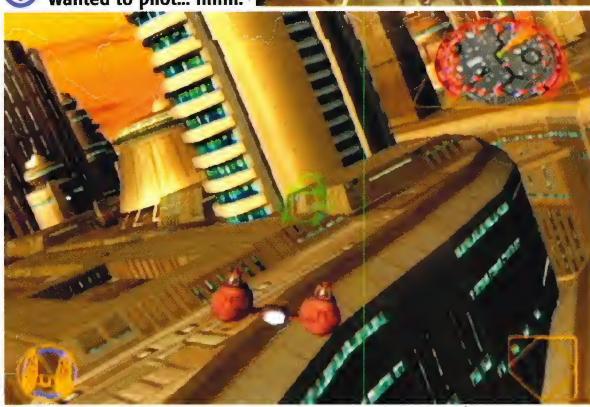


It's the ship everyone's wanted to pilot... hmm.



TRENCH RUN

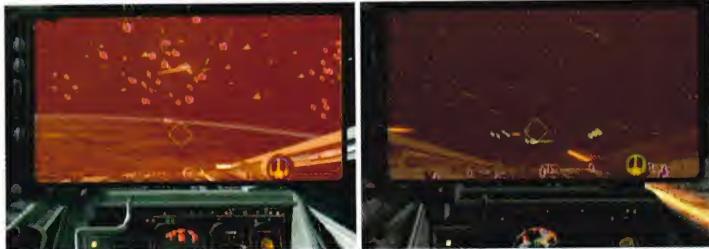
Out of all the classic *Star Wars* moments that you can relive throughout the game, the best must be the Death Star trench run. Starting off on the surface, you have to take out several towers. Once this is complete the TIE fighters come screaming in, aiming to bring death to you and your wingmen. Eliminating these will take you on to the next area of the mission. Following a cut-scene that shows your X-wing descending into the unknown, you find yourself in the trench. Screaming through miles of cold



hard metal at several times the speed of sound, every wish you ever had to do this is suddenly realised. You pull back as Wedge warns you of approaching TIEs. They explode. Then you hear that famous line. Darth Vader's muffled breathing fills your ears as you avoid his fire. He is mean, but Han Solo is there for you. Your movements are not your own anymore as the Force courses through your veins. Your fingers hover over the B button; waiting for that moment... this is what gaming is all about.

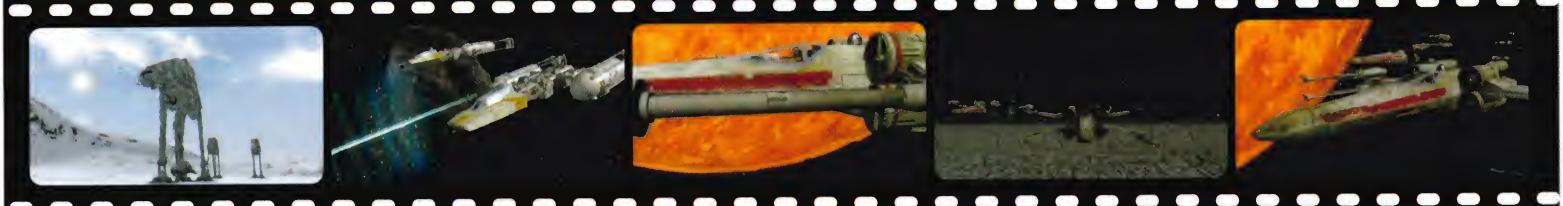
OK COMPUTER

The targeting computer is a vital part of *Rogue Leader*. It highlights potential enemies and confirmed enemies in pink and yellow, and can be called up at any time. Holding Y will activate it, and letting go will deactivate. The only problem with this is it can be difficult to fire at the same time as performing this action, so some joypad dexterity is sometimes required. Due to this, it is wise to use the computer as a tracker, identifying targets from a distance. It is especially cool to use it in the trench run as well, paying homage to the film. Hopefully Factor 5 will address this small problem in the next instalment, perhaps making it so you have to tap the button once to activate, and then tap again to deactivate. It becomes much easier with practice though.



SATURDAY NIGHT AT THE MOVIES

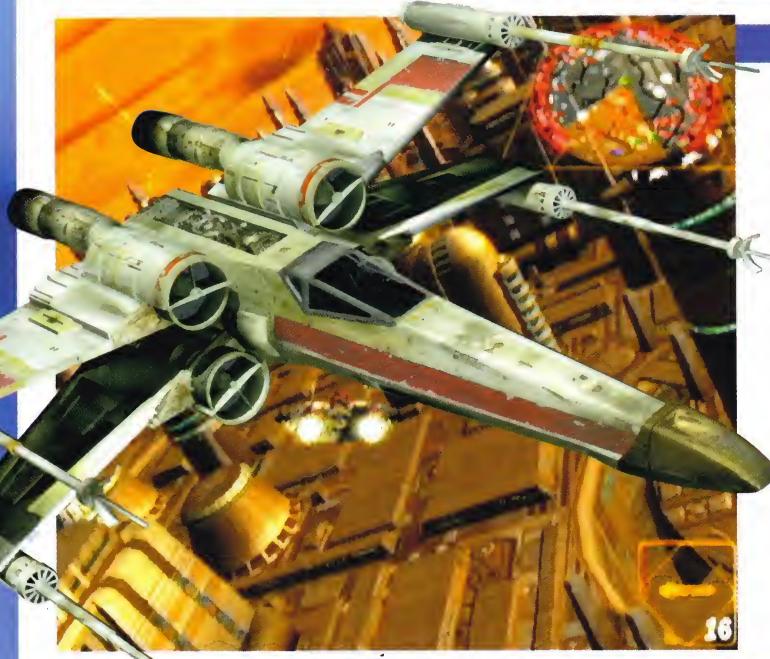
Forget all of that hugging and kissing malarkey. This is what the cinema is all about



Being a title based on a famous film, you would expect cinematic cut-scenes by the dozen. Factor 5 does not disappoint. The camera swoops and glides around the various ships and planets, getting in every angle possible. The cut-scenes to game transitions are absolutely seamless.

One of the stand-out points is the battle of Hoth. With the rebels running around on the snow, the AT-ATs and AT-STs stomping around causing destruction and the ion cannon pumping out death, it really is a feast for your retinas. If you sit back a bit and relax you would be hard pressed to tell the

difference between the game and the film at times, which is a huge achievement. It is satisfying to see the explosions actually being more visually impressive than in the original films, too. You really get to appreciate all of the details that Factor 5 has put in.



COMMENT

What hits you first in this game is the presentation. Slick isn't the word for it. The front-end menus comprise DVD-quality footage of the films playing along in the background, and various space ships' cockpits opening and closing to accompany menu selections and cancel actions. The actual in-game graphics are astonishing. The GameCube handles whatever is thrown at it with ease, be it hundreds of ships weaving in and out of asteroids or a humungous Star Destroyer arriving at its destination. Textures are as high-res as your brain could possibly handle and the amount of laser fire flitting across your path will give you the twitches. The cockpit views in particular are well done, with lots of detail. Moving the camera stick lets you take it all in.

This polygon-pushing power, mixed with some extremely talented developers making the GameCube sing

so early on in its life, makes you wonder at what can be done with next-generation software.

The music is lifted straight from the films and this, coupled with some of the original voice actors, gives an atmosphere that is simply unbeatable in any other game of this type. The feeling of actually being there simply can't be expressed through screenshots and words.

The elation you feel as you swoop down into the Hoth ice fields, seeing your fellow rebels scatter around in blind panic as you take out the AT-STs hunting them down, is one of those magical moments in gaming that only happens every so often.

But for all of the atmosphere, the memories and the visuals, the fact that *Rogue Leader* is little more than a flash remake of past Factor 5 games casts a small shadow over proceedings. The N64 outings, while excellent, were

VIEW TO A KILL: Twiddling the C-stick while using the in-cockpit view allows you to look around. This really gives you a sense of the scale used in the game.

CRAFT WARS

All the famous *Star Wars* ships are here – including a few hidden ones you wouldn't expect to see. All of them are muddled perfectly, and the dirty greys and battered hulls really capture the spirit of the films. A nice touch is the way you select your craft: instead of a boring screen, where you would normally use something like a cursor, you get to control Luke Skywalker. He responds to analogue movements – walking and running as you see fit. You can even look outside the hanger window. Move him towards a docked ship and press Y to hear a description. Of course, you cannot select any ship for any mission, so sometimes there will be two types actually in the hanger, with the choice of piloting only one.

But it just goes to show the effort that Factor 5 has put into trying to immerse you into the *Star Wars* universe – while you haven't got unlimited selection in real life, you certainly feel as if you do.

"AN ATMOSPHERE THAT IS SIMPLY UNBEATABLE"



AUTHENTIC ATMOSPHERE

Sometimes your visibility will be severely hampered. Nebulae and fog are the main culprits. Use your targeting computer to sort the bad from the good.



CUBE VERDICT

ROGUE LEADER

THE BEAUTIFUL PRESENTATION SAWS ANY FAULTS IT HAS.



VISUALS

Nothing else currently available comes close. Watch and wee.



AUDIO

With Pro Logic II you will actually feel yourself warp into the universe...



GAMEPLAY

Basic, mission-based shooting action, but impulsive all the same.



LIFESPAN

The medal collecting will take you months – but you may get bored.

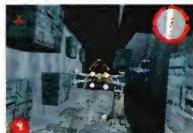


ORIGINALITY

Strip the graphics away and you could be playing the prequel.

ALTERNATIVE

STAR WARS: ROGUE SQUADRON



The N64 prequel looks dated now, but at the time – wow! Still plays as good as ever, but is hampered by frame rate issues.

STAR WARS: BATTLE FOR NABOO



A Phantom Menace-flavoured Rogue Leader. Same kind of game, but with different ships, environments and audio.

OPINION

THE FORCE IS STRONG

"The only launch game to make full use of the GameCube hardware – this is what the GameCube is all about."

CHANDRA

X-WING-A-DING! "Looks beautiful, plays brilliantly, but too short-lived – otherwise near perfect."

MART

FINAL SCORE

9·1

AN UTTERLY GORGEOUS GAME THAT IS BOTH FANTASTIC IN EXECUTION AND PLAY. BUY IT NOW!

GARY



CUBE STAR GAME



INTRODUCING...

Tony Hawk's 3 has a wicked intro. Featuring video footage of the skaters who star in the game, it's enough to get you turning off your GameCube and running outside to see what the weather's like!



Pull off some amazing tricks, but don't get cocky as you'll wind up on your ass...

Tony's back, and it's his first outing on GC!

TONY HAWK'S PRO SKATER 3

THE FIRST GAME was a surprise. Up until then, so-called 'extreme sports' titles had generally been average at best. Then came along a game that pleased everyone. It was accessible enough to get started and hugely enjoyable without any knowledge of skating whatsoever, and if you looked hard enough there were enough complex links and secrets under its beanie hat to please chase and dedicated gamers alike. The sequel was even better, adding more parks, skaters and even a track editor. The third outing is a natural refinement of this legacy.



COOL CHARACTERS

WHO DO YOU WANT TO BE TODAY?

Tony Hawk's has always included some fantastic extra characters. Among others, Spider-Man has made an appearance. We thought it wouldn't get any better – but we were wrong. Darth Maul of Star Wars fame comes skating along, followed by NeverSoft's eyeball logo on a body, looking like something from Quake. These are only some of the characters available, and you can be sure that you will have a blast unlocking them all.

Everything you would expect is here – more parks, obscure challenges and tons of characters. Even Darth Maul makes an appearance!

The controller causes a few problems though – with this sort of game there is no button more important than another, so having a huge 'A' button occasionally means that you fumble for the right one. It's not a huge issue, and luckily only happens on the odd occasion. Aside from these small problems though, *Tony Hawk's* remains as brilliant as ever.

The combo system is as intricate as it always was, allowing the novice to perform well enough to get interested and the expert to rack up some truly astonishing scores, never seeming to touch the ground with their board. This is the real secret to the game's success, in fact. The sheer joy of grinding from rail to rail, transferring onto a halfpipe, and then holding a pose on the top of a telegraph poll is something that you cannot underestimate. Inferior 'extreme' games have nearly always excluded the 'extreme' element, not so with *Tony Hawk's*.

The animation has lost the wooden touch of old – in fact, when you see somebody fall you may find yourself wincing, and the music still has that happy-go-lucky feel to it that will make anybody grin. It's a package that no self-respecting 'extreme gamer' should miss.

GARY

"INFERIOR 'EXTREME' GAMES HAVE NEARLY ALWAYS EXCLUDED THE 'EXTREME' ELEMENT, NOT SO WITH TONY HAWK'S"



CUBE VERDICT

TONY HAWK'S PRO SKATER 3

PUBLISHER: ACTIVISION

DEVELOPER: NEVERSOFT

PRICE: £39.99

GENRE: SPORTS

PLAYERS: 1-2

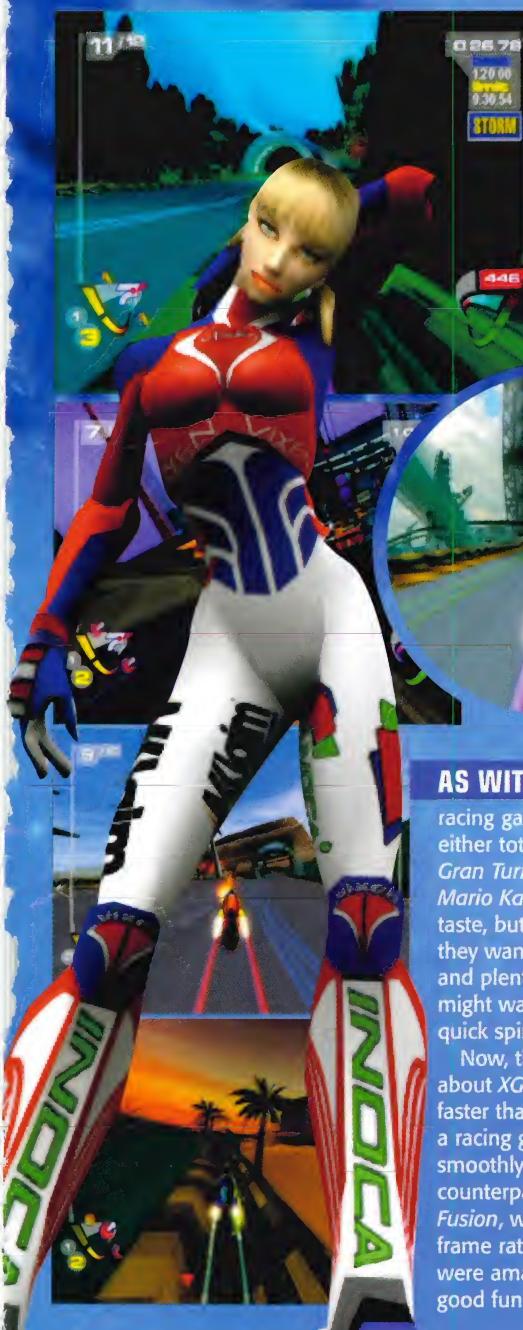
FINAL SCORE

9-0

FANTASTIC MOVES, AWESOME DESIGN AND GREAT GAMEPLAY – AN UNMISSABLE GAME.

XG3: EXTREME G RACING

Strap yourself in and feel the Gs!



AS WITH MOST

games that are derived from real-life pursuits, racing games can go one of two ways – either total realism, as seen in titles like *Gran Turismo 3*, or all-out fun like in *Super Mario Kart*. Which you prefer is a matter of taste, but most people agree that what they want from a racing game is speed – and plenty of it. With that in mind, you might want to think about giving *XG3* a quick spin around the block...

Now, the main thing you need to know about *XG3* is that it's fast – in fact, it's faster than fast. Never before have we seen a racing game run at such high speeds so smoothly; in comparison to its PlayStation 2 counterparts (both this and *WipEout Fusion*, which are good but stutter on the frame rate), this is so nippy that even we were amazed. Of course, it's also bloomin' good fun thanks to its simplicity. Hurling

around each track at high speed, while trying to take out as many opponents as you can with your wide range of weaponry is really great... especially if you're doing it with mates rather than on your own.

The only real gripe that we have about *XG3* though is quite important and one that seems to be popping up a lot in recent games – it's just not long enough. The AI of the opposition, combined with only a reasonable amount of leagues to race through, means that persistent players should be able to complete the whole game in a matter of days, which is a shame when the game itself is so enjoyable. While this makes the overall longevity of *XG3* questionable, there's no doubt that what's there is damn good stuff. Certainly well worth a rent before you make a definitive purchase...

MARTIN



EASY RIDERS

No, your eyes aren't deceiving you – that is the sight of four people racing around the track at once. Even better than that though is the fact that even with the four-player split-screen effect, the game never stutters one; the 60fps frame rate manages to remain constant throughout, no matter how much action is going on at any one time. Doubters of the GameCube's power, prepare to have your comments blow clean out of the water...

CUBE VERDICT

XG3

PUBLISHER: ACCLAIM

DEVELOPER: IN-HOUSE

PRICE: £39.99

GENRE: RACING

PLAYERS: 1-4

FINAL SCORE

8.4

A DAMN FAST GAME – IN TERMS OF SPEED AND THE TIME IT TAKES TO FINISH IT.

WIN! A LIMITED EDITION GLASS SONIC AND A COPY OF THE GAME!

Feeling Supersonic

COMPETITION IN CASE YOU didn't know, Sonic The Hedgehog is old – well, he is as far as videogame characters go anyway. Having celebrated his 10th anniversary with the release of Sonic Adventure 2 on the Dreamcast, he's now doing it all over again with his GameCube debut. To mark this momentous occasion, the nice chaps at Infogrames have given us 10 copies of Sonic Adventure 2 Battle and five incredibly rare glass Sonic ornaments to put up for grabs – five lucky winners will each get one of these limited edition souvenirs and a copy of the game, while five runners-up each get the game.

Now, we're not just giving these collector's items away... well, we are but there's a catch in that you need to answer a few questions before you get a chance of winning. Try answering some of these little beauties:

Q1 Including both *Sonic Adventure 2 Battle* and *Sonic Advance*, how many Sonic games have there been since he first appeared in 1991?

Q2 Concorde is still the world's only supersonic aircraft – according to official figures, what's its average speed (in mph)?

Q3 Which famous StreetFighter character had a special move called the Sonic Boom?

SEGA / SONIC TEAM When you've got all the answers, write them down on the back of a postcard or sealed envelope (NOT inside an envelope... you know we hate those!) and send it to the address below before 30 June 2002:

FASTER THAN A SPEEDING HEDGEHOG
CUBE MAGAZINE
PARAGON PUBLISHING
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
DORSET BH1 2JS



"THESE THINGS ARE GOING TO BE WORTH A FORTUNE SOME DAY... YOU'VE GOT TO HAVE ONE, IF ONLY FOR THE FACT THAT IT'S SONIC THE HEDGEHOG!"



THE RULES

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Sonic on a Nintendo?! Who would have thought, eh?

CHAO CONNECTIVITY

Training the Chao is a hard task. You can feed it fruit from a tree, get a small animal to teach it a new skill or collect the special 'Chao Drives' that enemies drop. In order to get your Chao to have expert skills though takes a little more work. For instance, when an egg is hatched, if you want a swimmer it would be a good idea to pick up the baby and let it paddle about it water. From now on your Chao will be a water worshiper. Downloading the data onto your GBA will let you go to kindergarten or even a class room, in order to raise its intelligence. Another fascinating aspect is the result of breeding. Depending on who the Chao's parents are, and how it has been reared, will affect its appearance. You could have a Chao with a halo, or even with devil horns!



SONIC ADVENTURE 2 BATTLE

FIVE YEARS

ago this product was the dream of many a gamer. A Sonic game – on the same console as a Nintendo character. The possibilities are endless. The SEGA vs Nintendo wars defined a gaming era that many people see as a golden age of gaming and now, well, you know what's happened. So as SEGA steps forward and leaves its past behind, verging on a new frontier of greatness, it releases *Sonic Adventure 2 Battle* for the GameCube. A port of the Dreamcast title, but with the

addition of taking advantage of the GBA connectivity feature, it's a whole lot more.

Unlike past Sonic adventures, you have the option of playing through the game with either the good guys or the bad guys – hero and dark respectively. The quests are similar, considering that each character on each side has their equivalent on the other, but the different angles on the story make it worth playing through twice.

One of the main criticisms of the original *Sonic Adventure* was the actual adventure aspect of it.

Between levels, players were asked to walk around solving simple puzzles in order to access new areas of the game. While some enjoyed this, others didn't – it was a radical departure from the original MegaDrive games. *Sonic Adventure 2 Battle* goes back to its roots in the way that you race around the levels at light speed with only small patches of dialogue in between. Well, you do on some levels – and this is where the downfall of the game lies. You see, Knuckles' and Rogues' levels consist of walking around looking for hidden gems. Clues point to where they are. Considering the size of the levels, the pace of the game takes a drop. Not good for a game that is

based upon speed. Dr Eggman and Tails' levels are battles in giant cumbersome robots that begin to grate quickly too.

But Sonic is Sonic after all, and whatever faults the game has are quickly brushed aside as you fly through neon loops and race down the side of a San Francisco building. The rush is there – and that's what Sonic has always been about.

GARY

**"SONIC
ADVENTURE 2
BATTLE GOES
BACK TO ITS
ROOTS IN THE
WAY THAT
YOU RACE
AROUND THE
LEVELS AT
LIGHT SPEED"**



CUBE VERDICT	
	SONIC ADVENTURE
PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
PRICE:	£39.99
GENRE:	ACTION
PLAYERS:	1-2

FINAL SCORE

8.0

A DREAM OF A GAME, BUT FLAWED IN PLACES.



Once again that SEGA seem to be able to get the most out of the GameCube.

CRAZY TAXI

MAKING A massive impact upon initial release for SEGA's 128-bit contribution to the next-gen stable, *Crazy Taxi* brought arcade thrills to home consoles like never before. With its off-the-wall take on the speed demon genre and superb graphics, it was well known for taking the formulaic rules of its serious competitors and smashing them frailly all over the floor, whilst simultaneously dropping off an anxious passenger to the nearest KFC. To follow on from this game's previous success story, Acclaim Studios Cheltenham studio has now brought its adrenaline rush to the GameCube.

For the most part, the game has carried over all the arcade shine that previous instalments were synonymous with. The Arcade mode, the challenges and even the option of the five/ten minute runs have all remained true. The controls feel comfortable and actually seem more at home on the GameCube controller than on rival systems.

Generally, the gameplay is still as crazy as it has always been, with your desperate efforts to increase your ranking to the elusive A class fuelled by your competitive inner psyche. The only problem is that we've seen it all before and the stale smell of a dying horse is beginning to rise. If you are a fan of the arcade version, then this is a must, but if you already own a Dreamcast or PS2 version then you won't find any new features here.



CUBE VERDICT

CRAZY TAXI

PUBLISHER:	ACCLAIM
DEVELOPER:	IN-HOUSE
PRICE:	£44.99
GENRE:	ARCADE RACER
PLAYERS:	1

FINAL SCORE

7.3

IT IS TO THE BENEFIT OF GC THAT SEGA'S SPEED FREAK-A-THON GETS A NEW HOME.



THE SIMPSONS ROAD RAGE



IT IS immediately obvious that *Simpsons Road Rage* draws heavily from *Crazy Taxi*. The formula is exactly the same – you drive around picking up passengers and taking them to their preferred locations, but with two major differences that set it apart from the SEGA classic. Firstly, most of the scenery is destructive, allowing you to pummel through buildings and signs with ease, making for a more chaotic experience, and secondly – its licence. This is what saves the



CUBE VERDICT

SIMPSONS ROAD...

PUBLISHER:	EA
DEVELOPER:	RADICAL ENTERTAINMENT
PRICE:	£39.99
GENRE:	RACING ACTION
PLAYERS:	1-2

FINAL SCORE

7.8

THE INFAMOUS YELLOW PEOPLE HELP AN OTHERWISE SHAKY CAUSE.

ESPN INTERNATIONAL WINTER SPORTS 2002



IN REALITY, to plummet ourselves down a snow-covered hill on two bits of fibreglass is a somewhat terrifying thought... and one that we would rather not entertain. So while some of us stay in the relative safety of *Super Monkey Ball*, others (at the request of the public) dare to take on the death-defying challenges presented by altitude and gravity; we give you *ESPN International Winter Sports 2002*.

What the sports messiah, Konami, has provided us with are ten different – or in a few cases, astonishingly similar – winter sports

events for you to indulge in whilst entertaining that childhood dream of competing to collect Gold. All of these (as the case has always been) involve bashing the A and B buttons, whilst praying for success. The events themselves require you to ski or skate your way either to your doom or patriotic glory.

Whilst this is a proven and an addictive formula, and being something that has worked many times before, it can now become quite monotonous: meaning that the events do provide a little variety, but essentially you are left feeling lost with no thirst for more.



CUBE VERDICT	
ESPN INT. WS 2002	
PUBLISHER:	KONAMI
DEVELOPER:	IN-HOUSE
PRICE:	£44.99
GENRE:	SPORTS SIM
PLAYERS:	1-2

FINAL SCORE

6-2

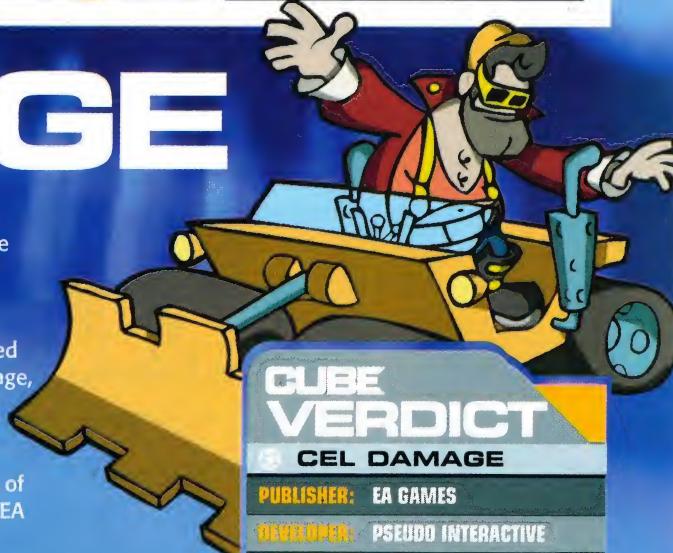
IF YOU LOVE WINTER SPORTS
YOU CAN DO A LOT WORSE
THAN KONAMI'S OFFERING.

CEL DAMAGE

NEVER BEFORE has pain emitted from the TV and continued to reciprocate the blast of stress therapy unleashed so devilishly upon game characters to those that play the games themselves. Never before have we so sadistically taken more punishment than is required, until now that is. And we endured all this misery for what? Yes, you lot... so please pay attention and don't let our hours of frustration extend further than necessary.

To indulge those sadists out there, there are 36 weapons in the game that allow you to express your angst and, further more, these are split into

three different categories – primary weapons, personal weapons and pick-up weapons. There are also a variety of dangers and traps spread throughout the levels to cause more damage, meaning the stage is more than set for brutal carnage. However, with the computer-controlled characters seeming to have a constant advantage, the variety of weapons – although extensive – being unimpressive and a lack of any real enjoyment, there really is only one way of summing this up: lack of originality, no feeling of depth and a visual concept that's so last year; EA obviously has a lot to answer for, sweetie.



CUBE VERDICT	
CEL DAMAGE	
PUBLISHER:	EA GAMES
DEVELOPER:	PSEUDO INTERACTIVE
PRICE:	£44.99
GENRE:	RACER
PLAYERS:	1-4

FINAL SCORE

4-3

WE SUGGEST THAT YOU A-CEL-ERATE PASSED THIS WHEN YOU PICK UP YOUR CUBE ON 3 MAY.

CUBE**INFORMATION****LUIGI'S MANSION**

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

PRICE: £39.99

ORIGIN: JAPAN

PLAYERS: 1

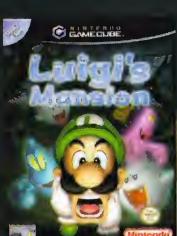
STATS

- BEST-SELLING US LAUNCH TITLE
- OVER 50 ROOMS TO EXPLORE
- INNOVATIVE CONTROL SYSTEM
- PUZZLES AND GHOSTS...
- USES 3 BLOCKS OF MEMORY

RELEASE DATES

3 MAY OUT NOW

OUT NOW



He's creepy and he's
kooky, mysterious
and spooky...

The flagstone in Nintendo's launch line-up features one of the Mario brothers... but it might not be the one you thought it would be.

**TRADITIONALLY**

speaking, it's expected that with the launch of every new Nintendo console comes a new *Mario* title – from the early days of the NES and *Super Mario Brothers* right up to *Super Mario Advance* on the GBA, they've always gone hand in hand. Still, there's always a first time for everything and the advent of the GameCube beckons in a whole new trend... or as near as, anyway. You see, we've still got a Mario Brothers game to play around with on day one but if you're looking for a moustache-sporting plumber with a red hat... well, then you've come to the wrong place.

Yes, it's finally time for Luigi to show what he's made of as he steps up to the plate for *Luigi's Mansion* – his very first lead role in a videogame (if you don't count the

THE STORY SO FAR...

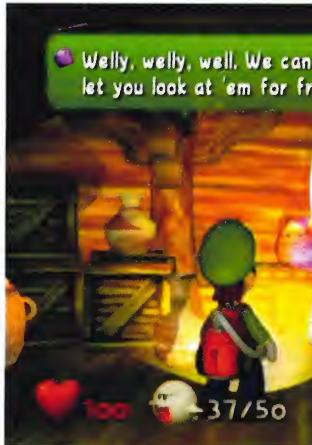
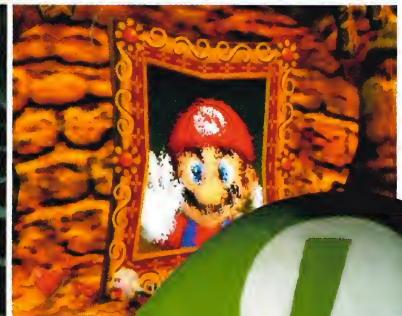
Okay, so you can probably guess from the title that the game is about Luigi and his mansion... but where did he get it from? Why is it filled with ghosts? And how does Mario fit into all of this? Well, settle down as we regale you with a story of old... er, sort of.

'One day, Luigi received an unexpected message: You've won a huge mansion! Naturally, he got very excited and called his brother Mario. "Mario? It's me, Luigi. I won myself a big mansion! Meet me there and we'll celebrate... what do you say?"

Luigi tried to follow the map to his new mansion, but the night was dark and he became hopelessly lost in an eerie forest. Finally, he came upon a gloomy mansion on the edge of the woods – according to the map, this mansion seemed to be one he was looking for. As soon as Luigi set foot in the mansion though, he started to feel nervous. Mario, who should have arrived first, was nowhere to be seen.

'Suddenly, a ghost lunged at Luigi – that's when a strange old man with a vacuum cleaner on his back appeared out of nowhere! This strange fellow managed to rescue Luigi from the ghosts, then the two of them escaped. It just so happened that the old man, Professor Elvin Gadd, was researching his favourite subjects – ghosts. Luigi told the Professor that his brother was missing, so he decided to give Luigi two inventions that would help him track down Mario. Of course, Luigi's not exactly known for his bravery... can he get rid of all the prank-loving ghosts and find Mario? Well, duh...'

HEEEERE'S TOAD: Hiding around the mansion are a number of Toads, sent out by Princess Peach – if you're nice to them, they'll help you save your game.

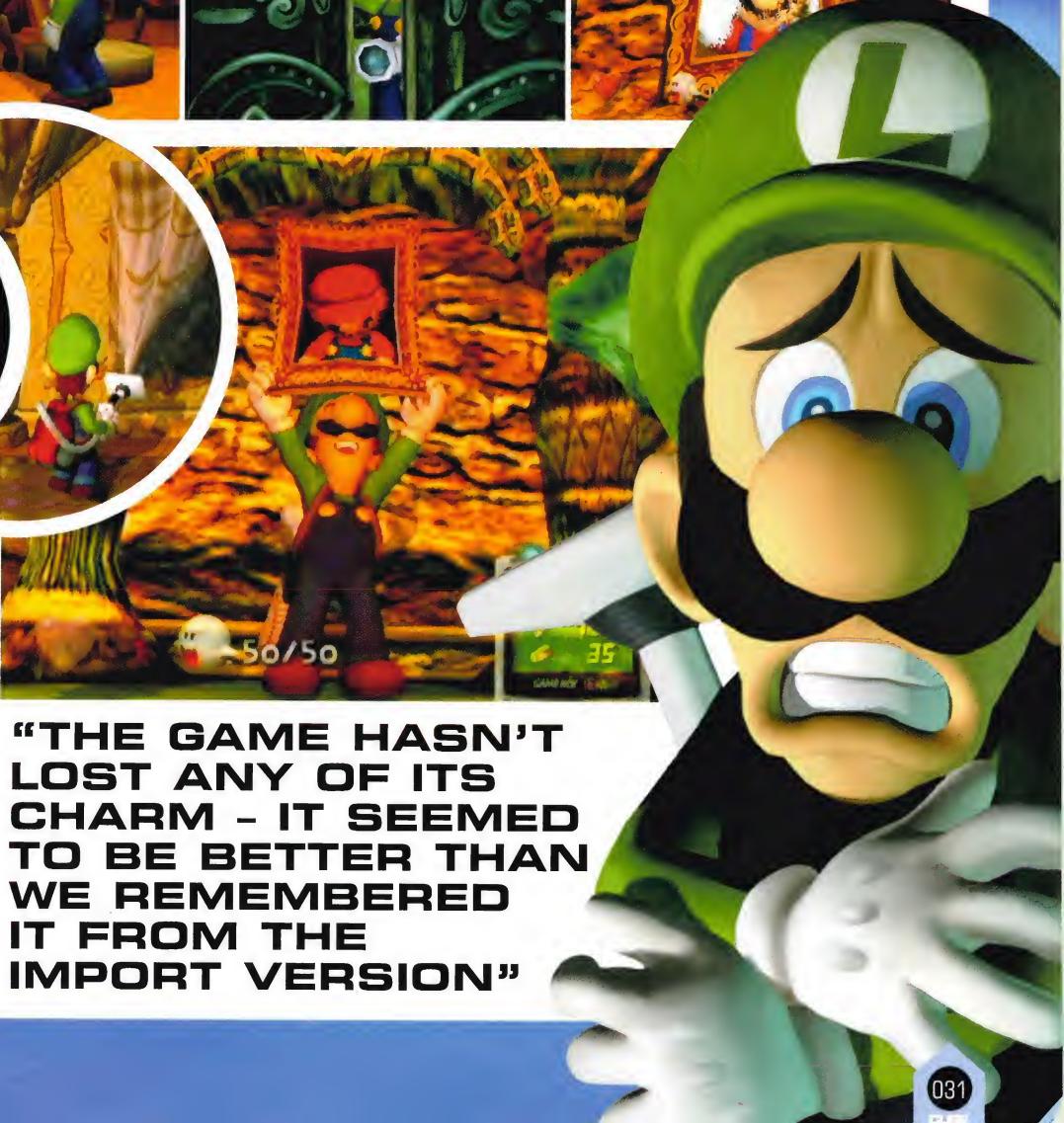


SUCK ON THAT!
Everything in the mansion can be sucked on with your Poltergust 3000 – drawers, clothing and curtains all react to the power of your hose. Just don't suck too hard...



hideous *Mario Is Missing* on the SNES). What is strange though isn't the fact that it's Luigi instead of Mario making the star appearance, but rather the style of the game; you won't see any platform jumping or butt-stomping here as you might expect, because it's all about exploration and puzzle solving. Whether you're aware of the GameCube's power or not though, one thing has come up exactly how we expected – the whole thing looks absolutely gorgeous, with so much attention to detail that you'll be grinning from ear to ear in appreciation while you play it. Nintendo might have thrown us a curve ball with their lead first-party title (especially as the true Mario game is still a way off) but that doesn't mean it's going to be any less special than we've come to expect from the big N...

"THE GAME HASN'T LOST ANY OF ITS CHARM - IT SEEMED TO BE BETTER THAN WE REMEMBERED IT FROM THE IMPORT VERSION"

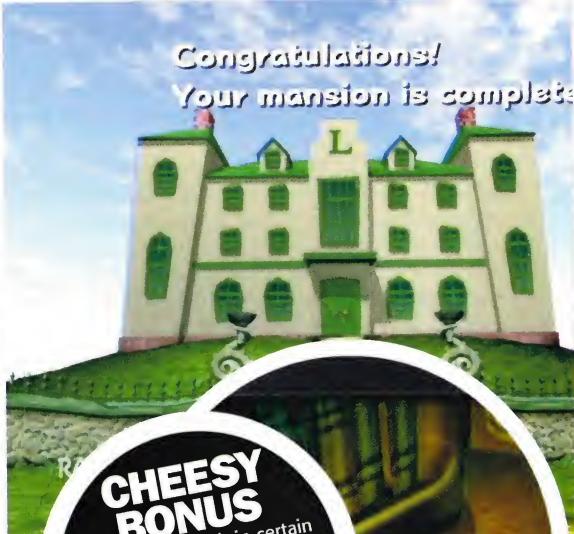


GIVING IT SOME C-STICK

DO THE SHAKE 'N' VAC, LUIGI-STYLEE!

Right, so now we know that Luigi's has got all these great gadgets... but surely it might be really complicated to use them all at once? Well, not really – Nintendo has managed to map out a totally manageable control system so that everything falls neatly into place. While the minor items like the Game Boy Horror, inventory and map are assigned to various buttons, the important flashlight and Poltergust 3000 work in combination by using a few simple controls. By using the Analog Stick to move, the C-Stick to accurately aim the flashlight or hose and the Trigger Buttons to activate the functions of the Poltergust, you can effectively explore darkened rooms and suck up all manner of ghosts and other items like a pro. It might sound tricky but once you've played the game for a short period of time, you'll pick it up without any problems.

On top of that, there are two separate methods of movement that can be switched between; Standard (moving the Analog Stick moves Luigi as normal) and Sidestep (the C-Stick is used to change Luigi's direction while the Analog Stick makes him strafe). Mastery of the Sidestep method is essential if you want to be a truly great ghost catcher...



RIGHT TOOLS FOR THE JOB

Like every other ghost-hunting plumber out there, Luigi needs to be kitted out with all the necessary tools for tracking, chasing and catching the nasty blighters who kidnapped his brother. Thankfully, we've got just the thing – here's a look at what's on the conveyor belt this week...

POLTERGUST 3000

Professor E Gadd's prized possession – the only thing capable of catching the ghosts currently terrorising Luigi's new mansion. Just point it at a stunned ghoulie and then let rip with the suction. A word of advice though; once you've got them in the airstream, try not to let go!



THE GAME BOY HORROR

Used for a number of different things. You can bring up a map of the mansion (with the rooms you've cleared and doors you can unlock) on it, look at your inventory and even activate a first-person camera view that allows you to examine every inch of the mansion in minute detail.



LUIGI'S FLASHLIGHT

Until you clear each room of ghosts, the lights will stay off; you'll need the flashlight to see where you're going. It's also handy for stunning oncoming ghosts so that you can suck them up with the Poltergust... by holding down the B Button, you can turn it off until the last second.



THE ELEMENTAL MEDALS

Essential for solving many of the puzzles in the mansion, the Elemental Medals allow you to spray various substances out of the Poltergust's hose – either fire, water or ice depending on the element you're carrying. Of course, you'll have to actually find them all first...



Having already played through *Luigi's Mansion* numerous times for various reasons (the original import review, the guide... and for fun, believe it or not) the thought of having to go through it 'just once more' wasn't exactly a pleasing one. But guess what? Surprisingly, the game hasn't lost any of its charm and remained a joy to play through – in fact, it seemed to be better than we remembered it...

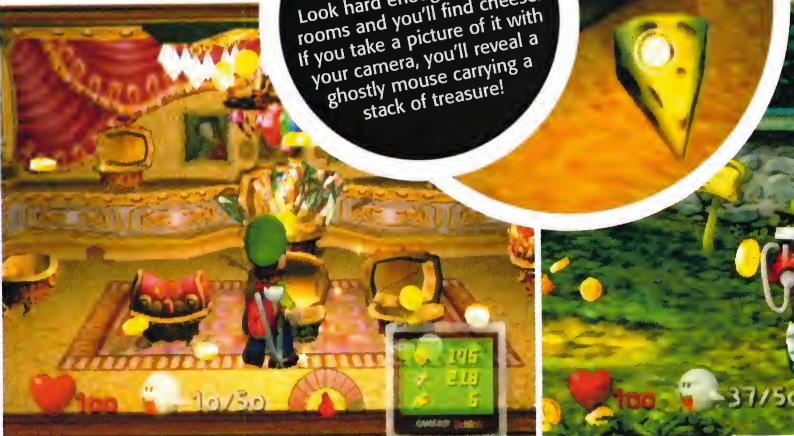
If you're not totally up on what *Luigi's Mansion* is all about, it's a simple concept with a subtle depth to it (as most Nintendo games are) – there's a huge mansion packed with ghosts and as the only one armed with the means to catch them, it's your job to... er, catch them. It's not as simple as just running around the place though, sucking up anything that moves; most of the doors in the mansion are locked and those ghosts that you can find aren't just going to give

up without a fight. Not surprisingly, this is where the mixture of adventure and puzzle elements come in to play. You see, you not only need to find the keys that open new areas in the mansion (along with a number of other items that'll help you track down poor old Mario and all the moolah you can carry) but you also have to work out how to catch each of the bigger 'gallery ghosts'. Each one requires a different technique to reveal their heart – the target needed before you can suck them up – so there'll be a fair bit of scratching heads before bedtime...

That said though, *Luigi's Mansion* is certainly a game born under Miyamoto-san's new 'shorter equals better' philosophy that looks to land more first-person titles on the shelves over the course of the coming year. While we commend the sentiment, we still feel that *Luigi's Mansion* deserved having a bit more put into it – the graphics are

CHEESY BONUS

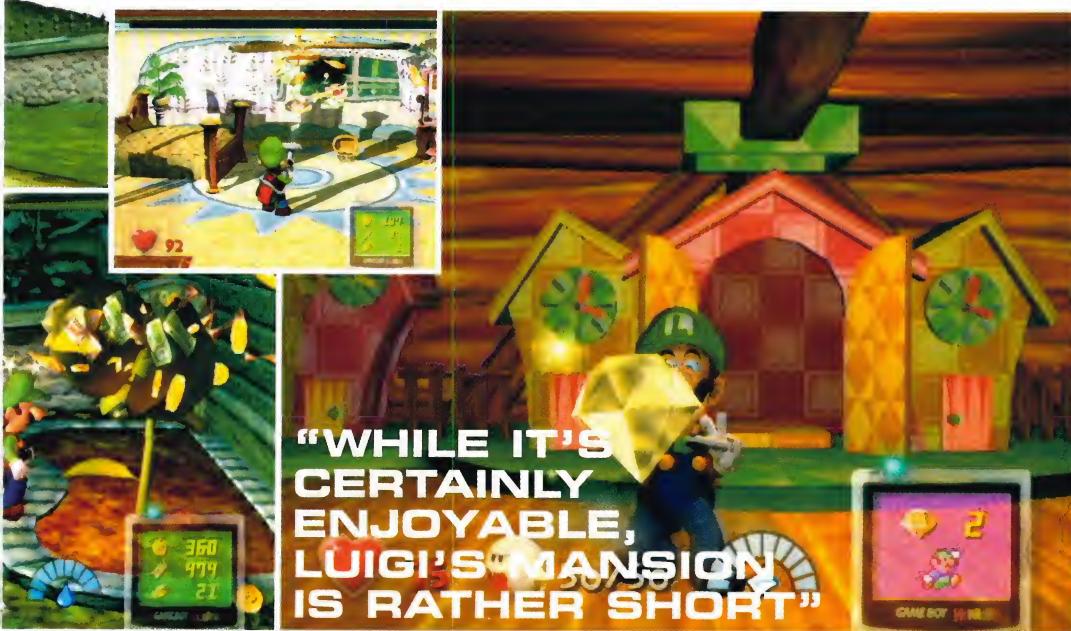
Look hard enough in certain rooms and you'll find cheese. If you take a picture of it with your camera, you'll reveal a ghostly mouse carrying a stack of treasure!



WE'RE IN THE MONEY

While the mansion that Luigi won might be a ghostly figment of his imagination, there's a silver lining to this dark cloud... all the treasure contained within it is totally kosher! That means that although your primary goal is to explore the mansion and catch as many of the ghosts as you can in an attempt to save Mario, you'll also need to be on the lookout for as much gold, cash and jewellery as you can possibly carry. Who knows... you might even get to keep it when you've finished your quest and build your very own Luigi mansion!

Of course, it's not that easy to find enough money for a mansion – if you don't look in the right places, you may end up only collecting enough for a small shack. What you need to do is check every nook and cranny for cash; nearly every piece of furniture and scenery could be potentially holding a stash of treasure. Completing the various side-quests will also reap rewards in the form of massive diamonds, so it's in your interest to keep them in mind...



"WHILE IT'S CERTAINLY ENJOYABLE, LUIGI'S MANSION IS RATHER SHORT"

certainly lovely and the whole thing oozes that Nintendo magic, but on the gameplay front... well, it's just too short for what is essentially a key launch title. The added extras are bound to be a disappointment to people who have played the import version and were expecting something special too – ultimately, a game that can be finished in less than a day is still just that, regardless of the minor bells and whistles thrown in afterwards. And as for the lack of a PAL 60hz option and the presence of borders... well, don't get us started. Certainly more of a renter than a buyer, *Luigi's Mansion* still impresses though... there's just not enough of it to impress for as long as it should do.

MARTIN

**CUBE
VERD**

A GOOD START FOR NINTENDO, IF A LITTLE SHORT-LIVED

Sumptuous; the level of detail, lighting effects and other gorgeous touches really are a joy to behold.

Nintendo has taken care to produce a soundtrack that creates exactly the right mood. Absolutely perfect.

1

The mix of exploring and puzzle-solving is pure Nintendo in its genius; absorbing and fun at the same time.

You can have the whole thing clocked in around a day... and the added extras aren't much to shout about.

Well, we've certainly never seen anything like it – trust Nintendo to come up with the goods.

ALTERNATIVE

PIKMIN

A screenshot from the game Super Mario Sunshine. Mario is riding a large green turtle named Kamek through a lush green forest. The turtle has a brown shell and a brown head with a small tuft of hair. Mario is wearing his signature blue cap and red overalls. The background shows dense green trees and foliage.



MARIO IS MISSING (SNES)

OPINION

WOOSH! "The only really scary thing about this game is how short it is... tut tut, Nintendo."

CHANDRA

SCARY! "Good clean fun, but over in less than ten hours? What's going on with that?"

WILL

FINAL SCORE

7.8

BATMAN VENGEANCE

CLINGING TO THE skyline of Gotham's urban jungle, a silhouette cascades like the ebb and tide, revealing its presence by delivering blows of fatal justice on all that deserve punishing redemption, shortly before returning from that darkened corner from whence it came. This nocturnal aberration of humanity's lighter side is none other than Batman. The Dark Knight who vigilantly protects Gotham's citizenry and its vain efforts at prosperity.

There have been many attempts to bring this psyche of 'Dark Justice' to the media of videogames, but never before have any come close

to realising the atmosphere of the comic books or the feature-length movies. With alert signals breaking the charred night sky, *Batman Vengeance* emerges to save the franchise's abysmal past history.



The implementation of the cinematic sequences and the great visuals within the game give you the illusion that you are personally directing the fate of our caped crusader. The problems arise, however, when you realise that you are not in complete control of the character's initial exploration path as the linear nature of the game prevents you from tackling tasks the way that you would prefer. It is also disappointing when using the utility belts gadgetry, as you find that it is very limited – especially the grappling hook, which could have been implemented a lot more successfully.

Batman Vengeance feels more like a 'reworking' of Ocean's late Eighties title *Batman: The Movie*. The similarity is outstanding and undoubtedly swings in the game's favour since the older game was one of the few that actually managed to succeed in the multi-genre approach. It's a shame that it fails to really stand up against other more apt launch titles.



CUBE VERDICT

BATMAN VENGEANCE

PUBLISHER: UBI SOFT

DEVELOPER: WARNER BROS. INT.

PRICE: £44.99

GENRE: ADVENTURE

PLAYERS: 1

FINAL SCORE

7·3

THE MECHANICS ARE LIMITED AND SPOIL AN OTHERWISE ENJOYABLE EXPERIENCE.

UNIVERSAL STUDIOS THEME PARKS ADVENTURE



AS CHILDREN, WE have all stood with glee, awaiting the elusive announcement that would soon fly us off to the wondrous world of Universal Studios Theme Park. To this day there are still those among us that have not been fortunate enough to witness the magic of the movie world's highly acclaimed attraction.

So, with an enthusiastic grin stretching back behind our ears and the promise of six 'great' rides based on Universal's worldwide smash-hit features, this could finally give us a glimpse of what we've been missing.

You start the game with a brief introduction of your purpose, which is to venture around the park's themed rides collecting stamps. If, like us, you wish to get into the rides like an over-excited child, then you'll dash as quickly as your character will go to the E.T. experience. After briefly listening to the gate attendant (none other than Woody the Woodpecker), you dash into the ride.

Whilst perspiring frantically trembling and in bemused adoration, the pinnacle of wonder encouraged by youthful setbacks

begins to tumble. Enough to make you walk away and never return, whilst instantaneously asking for a well-deserved refund. E.T.'s globally recognised bike ride mirrors the content of the rest of the game: absent of any action, shallow in depth and fundamentally pointless. It's a real shame, because if a little thought and a lot less linearity were involved this could have been an exciting first view at Universal's supposed great park.



CUBE VERDICT

UNIVERSAL STUDIOS

PUBLISHER: NAI'A DIGITAL WORKS

DEVELOPER: KEMCO

PRICE: £44.99

GENRE: ADVENTURE

PLAYERS: 1

FINAL SCORE

3·7

WE RECOMMEND YOU INVEST YOUR HARD-EARNED CASH IN ANY OTHER TITLE.

TARZAN: UNTAMED



WITH A SUPERB CAST, exceptional animation and an original song written by the charismatic Phil Collins, Disney's *Tarzan* heralded all the usual hallmarks of a modern animated classic. It's puzzling then that, at best, the film was little more than a mediocre family movie.

Attempting to nudge up Tarzan's recognition among the masses, Ubi Soft provides us with a platform-surfin' beast of game conversion that embraces Disney's unique style. Having already been released on Sony's PS2 to a mixture of reviews, *Tarzan: Untamed* now attempts to find its way out of the volatile jungle that its big screen outing set for it and onto the tranquil grounds of the GameCube.

The game itself comprises two modes: Story mode and Terk's Challenge. If you are seeking a more well-rounded challenge then the Story mode is the place to go. It essentially encompasses the mini-games set in Terk's challenge anyway, so you do get the best of both worlds.

Entering this mode triggers a cut-scene, which precedes the start of your adventure. You begin out in the swamp where you surf, climb and swing your way around the smooth levels to achieve your first objective, which is to free a few imprisoned monkeys. The opening level, although short, does provide you with enough scope of what the game engine is capable of and what kind of game lays before you. It is, in essence, a very generic experience, which is shallow and unrewarding. For its intended audience, it may satisfy their gaming needs but for an all-round platform title, GameCube owners definitely deserve better.



CUBE VERDICT

TARZAN: UNTAMED

PUBLISHER: DISNEY INTERACTIVE

DEVELOPER: UBI SOFT

PRICE: £44.99

GENRE: PLATFORM

PLAYERS: 1

FINAL SCORE

5.2

MORE GEORGE OF THE JUNGLE THAN TRUE TARZAN. A SORELY MISSED OPPORTUNITY.

DAVE MIRRA FREESTYLE BMX 2



RECENTLY, IT APPEARS that games developers are attempting to create an abundance of extreme sports titles – irrespective of global recognition or the physical possibility that the attributes required of the sports enthusiasts can, indeed, be performed – simply to cash in on the tangible success of the *Tony Hawk's* machine. Acclaim and Z-Axis take the stage with this BMX-orientated extreme sports title, which brings death-defying leaps and tricks in a similar fashion to *Mr Hawk's* acclaimed *Pro Skater* series.

The formula has been followed with astute precision: the rock music, the list of tricks, the vast open and well-designed environments as well as the general atmosphere of the sport, have all been well implemented. The modes available are also full of promise, with the main one being proquest, a sort of Career mode where pulling off specific tricks and tasks are required to be completed before you receive respect from the park's other riders.

However, you quickly realise the game's main problem, which hits you cold and hard: you find that you are not actually having any fun. Why? Well, for no reason really, other than the fact that the experience just feels dull. All the ingredients are in place; it's just that it feels like it's been baked in extension of the recommended cooking time, leaving Mirra's sequential title hitting the Cube with the unfortunate taste of repetition.

CUBE VERDICT

DAVE MIRRA

PUBLISHER: ACCLAIM

DEVELOPER: Z-Axis

PRICE: £44.99

GENRE: EXTREME SPORTS

PLAYERS: 1

FINAL SCORE

7.4

PROVIDES VISUAL FLAIR – IT'S JUST DISAPPOINTING THAT IT SEEMS SO DULL.

WAVE RACE: BLUE STORM

CUBE**INFORMATION****WAVE RACE: BLUE STORM****PUBLISHER:** NINTENDO**DEVELOPER:** NST**PRICE:** £39.99**ORIGIN:** US**PLAYERS:** 1-4**STATS**

- EIGHT COOL RIDERS
- FIVE TYPES OF WEATHER
- FOUR CHAMPIONSHIPS
- SPLIT-SCREEN FOR FOUR PLAYERS
- PROGRESSIVE SCAN AND DOLBY

RELEASE DATES

マップ

WaveRace for the Cubed generation? Oh yes, there's a Blue Storm brewing.

"NO DETAIL HAS BEEN CONSIDERED TOO INSIGNIFICANT TO INCLUDE IN WAVE RACE'S AWESOME UNDERWATER SCENERY."

WaveRace and GameCube – a perfect match?

WE LOVED

WaveRace 64 with a passion. It was magic Nintendo dressed up in a wetsuit that sped across the most beautiful waves we'd ever seen. When it debuted in 1996, WaveRace 64 set new standards for water-based videogames. Five years on, an update arrived in the shape of WaveRace: Blue Storm. And now, at long last, PAL gamers can enjoy the delights of jet-skiing GameCube style. Believe us, it's been worth the wait.

The thin line between arcade racing games and realistic racing games is a tricky place to tread. When it was demoed in 2000, the next-generation WaveRace looked a lot more like its predecessor than it does now. Gone are the stupendously bright colours and arcade leanings of WaveRace 64, replaced as they are with stunningly real water and lifelike riders. In, too, come improvements in almost every area. Blue Storm is an update, not a sequel, but we're not complaining...



MULTICOLOUR SWAPSHOP: All riders have coloured suits and jet-skis. Each rider has four different colour schemes, some pretty garish, but changes can be made.



MICHAEL FISH, BEWARE

The weather is variable. That's just as true in *WaveRace: Blue Storm* as it is in Stow-on-the-Wold. NST has fully exploited the GameCube's technical prowess in order to create virtual weather patterns. Initially the weather is not under your control, but success in Championship mode unlocks weather options that are set to stun. Stormy settings on any track are awesome examples of what the GameCube hardware can do, with waves building and rolling and splashing as torrential rain pours down from the black sky, only to be lit by great strikes of lightning. Some of the more subdued conditions are just as impressive, though you have to see *Blue Storm* in action if you are to fully appreciate the effort that has been put into recreating different weather systems — screenshots really don't do *Blue Storm*'s environmental features any justice.



TRY THIS AT HOME

YOU TOO CAN BE A FALL GUY!

Blue Storm encourages outlandish stunts. In Stunt mode, tricks are rewarded with points, as are quick runs and the successful reaching of target rings. Stunts are performed in a similar way to those in *WaveRace 64*, with impressive manoeuvres dependent on combinations of analog control and button pressing. Buttons A and B, in conjunction with the analog stick, can outwork stunts ranging from handstands to back-flips to barrel rolls. Most tricks are quite easy to pull off, and in Stunt mode (*Blue Storm*'s longest lasting option) there's a great deal of satisfaction to be had from doing so. *WaveRace* wouldn't be *WaveRace* without extreme stunts.

OH NO! YET ANOTHER TOP GAMECUBE TITLE IN DODGY ACCENTS SHOCKER

Each *Blue Storm* rider has a coach-cum-commentator, termed a 'Pit Chief'. Some are better (more bearable, that is) than others, but few are genuinely welcome. Dave Mariner's buddy-on-the-mic, in particular, is an absolute joke. We don't really want to be told in a fake English accent (the guy's an American, but speaks like a punk rocker) that our racing is "righteous", nor do we wish to be reminded that our performance is "sweeeeet". Ugh. Still, *Blue Storm*'s music is much more pleasing, with cool hints of different genres spread across the game's courses. Please, though, Nintendo – no more dodgy voice actors!

RIDERS ON THE STORM

There are eight characters, besides some of the originals (eg fat-boy David Mariner) there's a selection of new ones.



STINGRAY!

No detail has been considered too insignificant to include in *WaveRace*'s awesome underwater scenery. Not only do pikes, whales and other such creatures show up, but marine flora such as seaweed and algae is also present. The detail apparent in the underwater rock formations, too, is mind-blowing: check out the pebbles down below Aspen Lake on a calm, sunny day. Still more amazing is the way in which the water distorts the view of what lies underneath in such a realistic way. Clearly, much effort has been put into making *Blue Storm* a looker. Show this to your non-Cubed friends... and you will soon have more Cubed friends...



"BLUE STORM IS AN UPDATE, NOT A SEQUEL, BUT WE'RE NOT COMPLAINING."

COMMENT It's been a long time coming, but we're sure you'll agree that *Blue Storm* delivers. Not only is it the most beautiful racing game we've seen since SEGA's *Ferrari F355 Challenge*, but it's also more playable – amazingly – than *WaveRace 64*. And what *Blue Storm* lacks in longevity it more than makes up for in the quality of its gameplay.

Right from the main menu screen, it's obvious that *WaveRace: Blue Storm* has been showered with love. Its presentation is slick, and the play on the aquatic theme (every screen is set against a liquid backdrop) sets the *WaveRace* tone perfectly. At first, though, the game proper may leave you frowning.

It isn't until *Blue Storm* has been played for a while that the nuances of its gameplay become apparent. Initially, the jet-skis seem hopelessly oversensitive. Unless you're a natural, it's likely that you'll career from track edge to track edge, hanging on in desperation. But then it clicks: gentle touches of the analog stick are required to maintain control. Now the game really comes to life, as you realise that subtle control fits perfectly with the design of *Blue Storm*'s courses. It plays like a dream, but you could have a nightmare of a time before it comes together.

Those expecting an all-new Nintendo racing title will be disappointed. Much of *Blue Storm* is ported from



NOW LOADING... Blue Storm's loading screens are entertaining distractions. With the analog stick you can cause ripples in the screen 'pond'. It's an impressive tech demo.

UK LAUNCH

FUN FOR FOUR? NOT REALLY...

GET YOUR MATES ROUND!

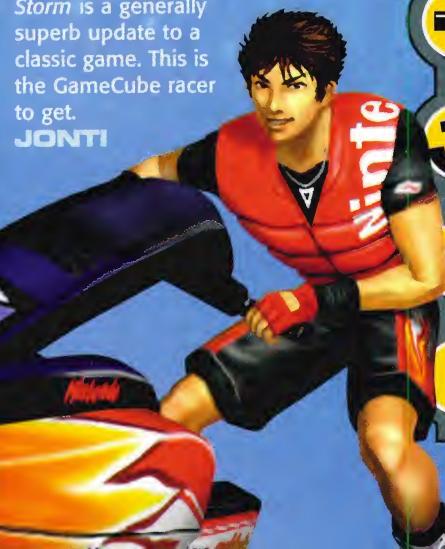
WaveRace 64 cried out for a four-player mode, but due to technical limitations this just wasn't possible. But now that it is, it seems that its omission wasn't really worth bemoaning in the first place. Standard four-player races are usually dull encounters, perhaps because of the lack of competitive options (power-ups) available in straight racing. But four-player Stunt mode is slightly more engaging. Here, the player with the most points at the end of a run is the winner – but combining speed, stunts and targets for maximum points is a fine art. On the whole, though, *WaveRace: Blue Storm*'s multiplayer is a disappointment – and not because of any particular faults. Rather, it's just another example of multiplayer being a bore without offensive options.



WaveRace 64. Aspen Lake is a new version of Drake Lake, for example, and some of the original cast returns. But there are some great new features and courses. And now that there is a turbo facility, shortcuts are also present and easily accessible in all tracks. Also welcome is the addition of four-player racing, though this is not one of *Blue Storm*'s strong points.

All told, *WaveRace: Blue Storm* is everything we'd hoped for. It looks better than any other GameCube title and its gameplay is more finely tuned than its predecessor's. For obvious reasons, *Blue Storm* won't evoke the same wonder that *WaveRace 64* did. And due to its disappointing multiplayer, it doesn't have masses of long-term appeal. But *WaveRace: Blue Storm* is a generally superb update to a classic game. This is the GameCube racer to get.

JONTI



CUBE VERDICT

MESSING ABOUT ON THE RIVER!



VISUALS

The water, the wildlife and the riders all look real. Only the rather basic trackside scenery can be criticised.



AUDIO

Awful commentators aside, *Blue Storm* sounds as good as it looks. The effects of the water are particularly immersing.



GAMEPLAY

Initially frustrating, but with practice *WaveRace: Blue Storm* plays even more impressively than the original.



LIFESPAN

The most notable failing point is its lack of longevity – unless you're happy to shave split seconds off your best time.



ORIGINALITY

It's a racer. Therefore, originality is not its selling point.

ALTERNATIVE

SSX TRICKY

SSX Tricky is a decent, frozen alternative to the majestic *WaveRace: Blue Storm*, but it's not quite in the same league. *1080° 2* is the one to wait for if you're a snowboarding fan...



TONY HAWK'S PRO SKATER 3

Every bit as good as *Blue Storm*, *Tony Hawk's 3* is the perfect complement to *NST*'s racer... especially if you're looking for a game with some real staying power.



OPINION

SPLASH-TASTIC! "A tough game to master, but one that'll have you racing through the waves for ages."

MARTIN

WA-HEY-VE! "Some of the best water effects ever seen, complemented by superb handling."

CHANDRA

FINAL SCORE

9-0

THE PERFECT UPDATE TO *WAVE RACE 64*; SPEEDING ACROSS WATER HAS NEVER BEEN QUITE THIS MUCH FUN.

DRIVEN

Lukewarm film translated into game – sound familiar?

CUBE

INFORMATION

DRIVEN

PUBLISHER: BAM!

DEVELOPER: IN-HOUSE

PRICE: £39.99

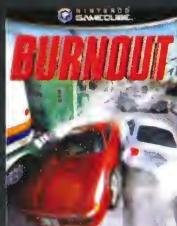
ORIGIN: US

PLAYERS: 1-2

STATS

- CHOICE OF 12 CHARACTERS
- THREE MODES OF PLAY
- UNIQUE 'ZONE BAR' FEATURE
- HEAR THE VOICE OF STALLONE
- INSANE CRASH SEQUENCES

RELEASE DATES



ON THE ROOF

The game engine in *Driven* is pretty impressive, giving room for remarkable crashes and aftermaths. Look at this bizarre screenshot of one car on another car's roof!



Does the game live up to the film... or go one better?

YOU WOULD

think that releasing a game based on a film that received such a lukewarm welcome would be a bad idea. But given the content of *Driven*, you can see why it's happened. After all, the ingredients for an exciting story-driven racing game are there. The interactive element could prove to be interesting too, as the film was based around an old racing driver who felt that he wasn't up to the task of racing again. A character fighting with his own mind is always interesting psychology. Anyway, what about the game? Well, it contains three modes of play – Story, Arcade and a multiplayer. Story mode sees you completing various challenges such as racing through a whole lap 'In The Zone' (more on that later) and racing through crowded streets. Multiplayer is pretty self-explanatory, and Arcade can either be just a straight single race or in the form of leagues. Completing these leagues also unlocks secret tracks.

LET'S SEE THAT AGAIN!: After a race you can choose to replay the entire thing, from random viewpoints or from every car.

"SOMEHOW THE DEVELOPER HAS MANAGED TO MAKE A RACING GAME SOUND LIKE AN AMSTERDAM IMPORT"

SLASH 'N' BURN

The crashes really can be quite spectacular. Flying chunks of metal and burnt-out rubber litter the raceways as car after car becomes victim to a particularly nasty driver. Damage is real-time but it does little to affect the actual handling of your vehicle. If you total your car you can replace it at the touch of a button.



COMMENT

Driven, as racers go, is pretty generic. Everything you would expect from a racing game is correct and present, with no hidden surprises under the bonnet. However, it does contain an interesting and original feature. As you race around the tracks, depending on how you act, a little bar in the bottom-left corner of the screen gradually fills. Edge off the track slightly, or lose pace and it will decrease rapidly. If you manage to fill it up to the top, everything (bar what is immediately in front of you) shifts out of focus, your handling improves and your speed rockets. You are 'In The Zone'.

In the Story and Arcade mode, this proves to be excellent as it rewards skilful play with a boost in your car's performance. Staying in 'the zone' is the hard part, and the increased speed completely changes the way in which you need to drive. Achieving this level of skill is essential as many of the one-player tasks are impossible without some help from 'the zone'.

Graphics wise, everything is present and correct. That is to say, everything you would expect. Once again, just like the game modes, the developer could have simply picked these visuals from a racing game library. Buildings, lakes, yachts and palm trees line the tracks underneath beautiful, blue skies with the odd tunnel breaking things up. One nice touch, though, is the way that the loading screen takes the form of a cartoon, fading into real-time graphics. Audio? There are some nice tunes in there but nothing that would make you sit up and take notice. The occasional Sly Stallone voice-overs don't add anything to the game – come on, who really wants to hear his voice? Exactly.

When it comes down to it, *Driven* is a pretty run-of-the-mill racer with a few neat touches. The graphics engine doesn't push the GameCube in any way, but it's nice to have a fun arcade racer that runs at 60fps. It's good fun for a while, and for a bit longer with a mate, but it comes a definite second place behind *Burnout*.

GARY

CUBE VERDICT DRIVEN

FUN RACER WITH AVERAGE GRAPHICS.



VISUALS

Average in most places, but nicely presented all the same.



AUDIO

Fitting tunes, but nothing to really get you going. Sly Stallone's voice? Hmm.



GAMEPLAY

Straight down the line, fast, arcade gameplay. Playable and good fun.



LIFESPAN

We got through Story mode within a day. Two player adds extra though.



ORIGINALITY

The developer tried something new with the Zone bar – full credit for that.

OPINION

THREE F'S! "Fast, furious and lots of fun, but still, not the greatest racer ever."

MART

FINAL SCORE

7.0

THIS IS A GOOD, CLEAN ARCADE RACER THAT'S SADLY LET DOWN BY AVERAGE GRAPHICS.



Down on the ice, it's twice as nice!

NHL HITZ 20-02

'SPORTS ARE sports, games never the twain shall meet' – we're pretty sure that's how the saying goes. While we don't mind sports games that favour realism over entertainment though, we'd much rather have a hard-hitting arcade blast of a game any day of the week. Luckily, *NHL Hitz 20-02* manages to deliver exactly what we need...

RE-LIGHT MY FIRE



Forget everything you know about ice hockey; *NHL Hitz* is pure arcade sports action. While the basic rules apply (there's a puck for you to slap into the net... oh, and that's it) almost anything else goes with people being slammed around like nobody's business. In an effort to keep the pace of the matches up, each team is limited to three players and a goalie, and it works like a charm – the restriction only leads to

more passing, goals and (of course) nasty fouls. Still, while violence is encouraged in the game, you might pay the penalty for it when a fight breaks out... if you can't keep your end up in a brawl, you're likely to end up at a disadvantage.

Of course, a sports game has to be able to hold its own whether you're playing alone or with mates and, thankfully, *NHL Hitz* doesn't disappoint – in fact, the more people you have playing, the better it is. Once you've managed to unlock some of the secret teams and rinks (on top of the 30 NHL ones already on offer) things just get more interesting. Quite simply, *NHL Hitz 20-02* offers everything we need from a sports title – top visuals and sound, fast action and lots of violence to boot. The additional modes and stack loads of secrets only go to cap off what is certainly a stonker of a game... if you're looking for a decent sports title that isn't football at launch, you've got to go for this one.

"QUITE SIMPLY, NHL HITZ 20-02 OFFERS EVERYTHING WE NEED FROM A SPORTS TITLE..."

MODES A PLENTY

PUSHER UP FOR POWER-UPS

Not surprisingly, *NHL Hitz* is packed with many things for you to do as on a day out in Bournemouth... well, more actually. On top of the obvious Exhibition mode, there's also a 30-match Championship mode and a 50-match Franchise mode, as well as the chance to create your very own hockey squad to take through either mode. There's also a Hockey Shop where you can purchase all kinds of secret teams, uniforms and rinks, plus a very special Skills mode where plenty of mini-games await for you to try your hand at. Like we said, there's loads to do...



CUBE VERDICT

NHL HITZ 20-02

PUBLISHER: MIDWAY

DEVELOPER: BLACK BOX GAMES

PRICE: £44.99

GENRE: SPORTS

PLAYERS: 1-4

FINAL SCORE

9-1

SPORTS GAMES ARE SO MUCH BETTER WHEN THEY'RE PACKED WITH VIOLENCE...

NBA STREET

EA Got Game – Let's slam-dunk it into the Cube and see if it scores a three pointer!



DURING OUR

teens we embraced the fine game in the *Woody Harrelson and Wesley Snipes flick White Men Can't Jump*; where hustling on the streets was the name of the game. With envy and eagerness we watched their choreographed movements, dreaming that we would be able to go away and re-enact their unequivocal finesse. Our re-enactments of these events would have only earned accolade in a *National Lampoon* flick, not quite the same attention that we were after. But thanks to the genius of EA and its respected BIG Games franchise, *NBA Street* has now been ported to our lovable Cube, finally providing us with the opportunity to slam-dunk.

Although (quite obviously) the slam-dunks, power-ups, speed and sheer over-the-top disposition of the game don't mirror the reality of our childhood dreams, they do allow us to build upon them in true EA style.

Each game is played to 21 points, with both the computer-controlled opponents and yourself battling it out to prove who really owns the court. Unlike any other basketball game this is only the beginning as you have the chance to power-up, creating stylish combos whilst simultaneously intimidating your opponents and proving that you indeed are the Daddy Mac. By performing enough pump fakes, slams-dunks and special fake outs you'll have access to your Game Breaker, which is activated by the steady filling of the gauge at the top of the screen.

Once you have access to this, you become an unstoppable threesome, being able to score from anywhere on the court, giving you the chance to advance your lead or catch up on missed opportunities. Without question, this is a superb conversion for the GameCube and with its quirky style it is quite possibly the best basketball title yet to grace a console.

**"WITH ITS QUIRKY
STYLE IT IS QUITE
POSSIBLY THE BEST
BASKETBALL TITLE
YET TO GRACE A
CONSOLE."**



LOADING SCREEN DECIPHERED? SECRET CODES...

Before you get the chance to play each and every match, you'll get the opportunity to enter a few secret codes. These can affect any amount of in-game changes ranging from clothing and rules to even the size of the players...

CUBE VERDICT
NBA STREET

PUBLISHER:	EA SPORTS
DEVELOPER:	NUFX
PRICE:	£44.99
GENRE:	BASKETBALL
PLAYERS:	1-2

FINAL SCORE
8.9

A WORTHY ADDITION TO THE GAMECUBE, PROVIDING SUPERB SPORTS ACTION.

043

The world of Nintendo has gone mad—they're all fighting!



SUPER SMASH BROS. MELEE

CUBE

INFORMATION

SUPER SMASH BROS. MELEE

PUBLISHER: NINTENDO

DEVELOPER: NCL/HAL

PRICE: £39.99

ORIGIN: JAPAN

PLAYERS: 1-4

STATS

- TOURNAMENTS FOR 64 PLAYERS
- NEARLY 300 TROPHIES TO COLLECT
- MORE THAN 20 STAGES
- PROGRESSIVE SCAN SUPPORT
- REQUIRES 11 MEMORY BLOCKS

RELEASE DATES



Mario versus Link.
Donkey Kong versus
Kirby. This is surreal,
but is it any good?

WHAT IF

there was a Nintendo game that had all of the company's best characters involved in an action-packed romp? So some mused prior to the surprise appearance of *All-Star Dai Rantou Smash Brothers* on the N64. The Japanese were clearly impressed, as the game sold over a million copies there to help its host console's flagging fortunes. *Smash Brothers*' success was repeated in the States. Not one to pass by a good opportunity, *Smash Brothers DX* was last year's Japanese GameCube sequel. This new version was as successful as the original, giving the GameCube an early boost in its home territory. Renamed *Super Smash Bros. Melee*, Nintendo's fighter performed even more impressively in America. Now we get to see what all the fuss is about...

PLATFORM SPECTACULAR

Imagine the prospect of an all-new, 2D Mario platformer for the GameCube. Well it falls a long way short of such a game's potential (Nintendo, if you're listening...) but *Smash Bros. Melee*'s Adventure mode does feature some decent side-scrolling action. Enemies (including Goombas and other such Mushroom Kingdom mainstays) can be dispatched with the traditional 'jump on heads' method, but the gameplay is too loose, and all in all it just doesn't feel like a bona fide NCL platformer.



THE NAME GAME: The N64 version was *All-Star Dai Rantau Smash Brothers* in Japan, the Japanese version is *Smash Bros. DX* and this is *Super Smash Bros. Melee*.



KOJI KONDO: A CELEBRATION

MUSIC TO YOUR EARS!

■ Koji Kondo is one of Nintendo's least celebrated people, but *Super Smash Bros. Melee* should make gamers realise just how important he is to the Big N. Kondo-san is – and always has been – Nintendo's main audio producer. Some of Koji Kondo's finest works (who can forget the inspired *Super Mario World* theme?) receive a full orchestral reworking in *Melee*, and the results are simply amazing. If you've longed to hear the plinkety-plonk Famicom haunts of *Hyrule Castle* remade to 2002 standards of game audio, *Smash Brothers* will have you rapt and in awe.



↑ Me Ganondorf... strong like bull. Meet fist of thousand flashy lights – he like to hurt um Nintendo characters. Pow!

**"HOWEVER MANY TIMES YOU PLAY,
SEEING LINK BATTLE
FOX MCCLOUD MAKES
YOU REMEMBER WHY
YOU ARE SO FOND
OF NINTENDO."**



TROPHY CABINET SHOW-OFF.

The nearly 300 trophies to be collected are a great feature. Our favourite has to be Pikmin star, Captain Olimar – he's cool!





UP TO 64 (BILLION?) PLAYER

Smash Bros. Melee is all about multiplayer action. There are tons of multiplayer options – pretty much every aspect of play can be tailored to suit your wishes (and those of your multiplayer comrades). The fundamentals – how battles are decided, how long they last, if any teams are to be formed, et cetera – are obvious and easily customisable, as indeed they were in the original N64 version. There are features above and beyond the basics, though. Fancy a tournament for up to 64 human players? That can be arranged through the peculiarly named Tournament mode. If you can't arrange for 63 friends to cram into your humble abode for the purpose of Nintendo-sponsored mayhem, then shame on you. Give it a try this summer – you won't regret it.

THE RIGHT ANGLE: The game is full of odd touches; you can change the angle of menu screens using the C-stick. This is hilariously pointless. Idiots that we are, we like it.



"SMASH BROS. MELEE IS ALL ABOUT MULTIPLAYER ACTION."



HOORAY FOR MINI-GAMES!

Event Matches take many forms in *Smash Bros.* If you fancy slogging a pillow with Koopa, or taking snapshots, you can. Cool!

IT LOOKS LIKE A FIGHTER. IT PLAYS LIKE A FIGHTER. MAYBE IT'S A FIGHTER

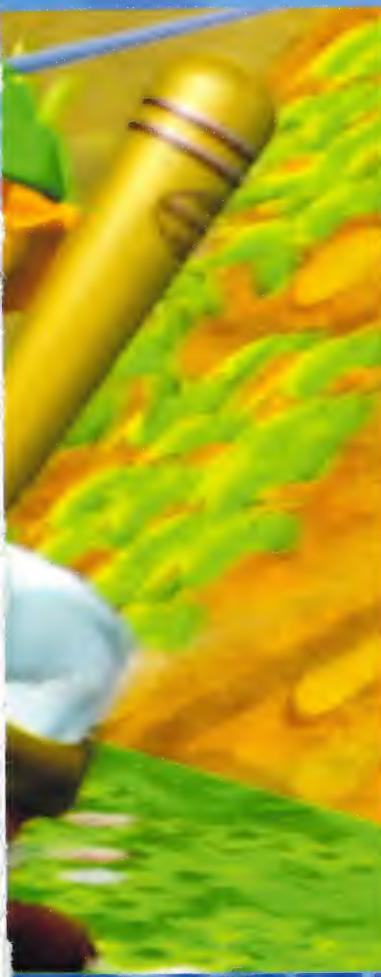
Like a strange fighter-platformer combo, *Smash Bros. Melee*'s control system is initially awkward. Control is based around the analog stick, and as in the original *Super Smash Brothers* you can jump simply by pushing up. If you prefer, it's now possible to leap by pressing X or Y. Shield and grab are now separated, the former on buttons L and R, and the latter on the Z button. The A button performs standard attacks and the B button special moves. Smash attacks are new features that make the most of the C-stick, offering easy access to quick moves (look out for this C-stick system in *Capcom VS SNK 2: EO*). Taunts, the pride of all arrogant *Smash Bros.* players, are assigned to the d-pad. As you can imagine – especially considering that these are merely the basics – *Smash Brothers'* array of controller functions can initially be bewildering. After a lot of practice, though, it is quite an intuitive setup.



COMMENT

It's easy to see why *Smash Bros.* has been so successful. Its unique brand of 'in your face', frantic gameplay is undeniably enjoyable. There's little in the way of considered tactics or thoughtful play, but that's not what *Smash Brothers* is about. It's a riot, not a game of chess. There is certainly a novelty factor that increases *Smash Bros.*' appeal. We grew up knowing each of the characters here in the context of their own adventures, but now we can pit them all against each other. No matter how many times you play it, seeing Link battle with Fox McCloud is enough to make you remember why you became so fond of Nintendo in the first place.

Taken on its own merit, though, *Smash Bros. Melee* is not the perfect game that some might envisage. Its single-player mode, for starters, can be dismissed as little more than a so-so pursuit. It's really not worth bothering with unless



you intend to collect all of *Melee's* trophies. And even in multiplayer, there's sometimes an element of fortune that decides who comes off victorious, which is frustrating when you've given a battle your all only to be unfairly beaten.

However, there is much to be said in *Smash Brothers'* favour. Frustrating as it can be, every fight is a spectacle of chaotic gameplay that will have you absorbed. You'll be ready to throw your controller down in disgust, yes, but you'll also be on the edge of your seat, prepared to leap and celebrate a victory in whichever way you see fit. And it's that tension that makes *Smash Bros. Melee* the top game that it is.

Smash Brothers won't win over the beat-'em-up hardcore, but Nintendo fans will rejoice in the fantastic idea behind it. For its multiplayer frolics, if nothing else, every Nintendo-head should have a copy of the Big N's flagship fighter.

JONTI



Seeing your favourite characters pitched against each other is great!

CUBE VERDICT

A DIZZYING COMPENDIUM OF NINTENDO CHARACTERS



VISUALS

Polished to glistening point—and then some—*Smash Bros. Melee* certainly looks the part.



AUDIO

Many of the best Nintendo tunes reworked with a full orchestra. It's enough to make your ears tickle.



GAMEPLAY

Mindless scrapping for the most part, but there are some magic moments to be enjoyed.



LIFESPAN

If you have three enthusiastic chums, *Smash Bros. Melee* will last an age. If you're a loner, it'll last about two days.



ORIGINALITY

Smash Bros is a decidedly retrospective package. It's fun, but it's hardly original.



TOO. MANY. CHARACTERS.

Despite much conjecture and Internet rumour (rumours, on the Internet? Surely not) there is no sign of Sonic in *Smash Brothers*. Repeat: no Sonic. What we do have here is a veritable compendium of Nintendo characters past and present. From Mr. Game & Watch and the Ice Climbers to Pikachu and Shiek, every age of Nintendo is out in full force. Different characters, of course, have their different strengths and weaknesses: Donkey Kong, Ganondorf and Bowser (aka Koopa) are the big, slow guys. Unlike the N64 version, though, *Melee* has a lot of small, tough characters. Mr. Game & Watch is as hard as nails, and Pichu (not Pikachu) is also a tough little egg. *Smash Brothers'* line-up has something for every Nintendo fan, and the obscure likes of Roy (from the Fire Emblem games) and Ness (from the Mother series) will delight the Nintendo hardcore. Bravo!



SUPER SMASH BROS. MELEE

A DIZZYING COMPENDIUM OF NINTENDO CHARACTERS

ALTERNATIVE

CAPCOM VS. SNK 2

The mother of 2D fighting games, *Capcom vs. SNK 2* pitches the best of Capcom against the best of SNK in a *Smash Brothers*-rivaling beat-'em-up. Look out for it this summer.



OPINION

SPIFFING! "Certainly not a serious gamer's beat-'em-up, but one that'll keep you playing for absolutely ages."

MARTIN

WOWZERS! "SSBM didn't exactly do it for me, but even I can't deny that it looks mighty fine... oh yeah!"

CHANDRA

BLOODY ROAR: PRIMAL FURY

Not quite as splendid as Super Smash Brothers, but still worth a look if you're after a mad beat-'em-up frenzy. There's nothing quite like changing into a mole, is there?

FINAL SCORE

8.5

A FAB FIGHTING GAME, ESPECIALLY IN MULTIPLAYER. GET SOME PALS OVER TO PLAY 'TIL THE SUN RISES.

Join Donald as he rescues Daisy – shame the port is lazy!

DONALD DUCK: QUACK ATTACK

CUBE

INFORMATION

DONALD DUCK: GOIN' QUACKERS

PUBLISHER: UBI SOFT

DEVELOPER: IN-HOUSE

PRICE: £39.99

ORIGIN: CANADA

PLAYERS: 1

STATS

■ PORT OF THE PS2 VERSION

■ 22 CARTOON LEVELS TO EXPLORE

■ BONUS COSTUMES TO COLLECT

■ LOADS OF SPECIAL MOVES

■ 6 MEMORY BLOCKS REQUIRED

RELEASE DATES



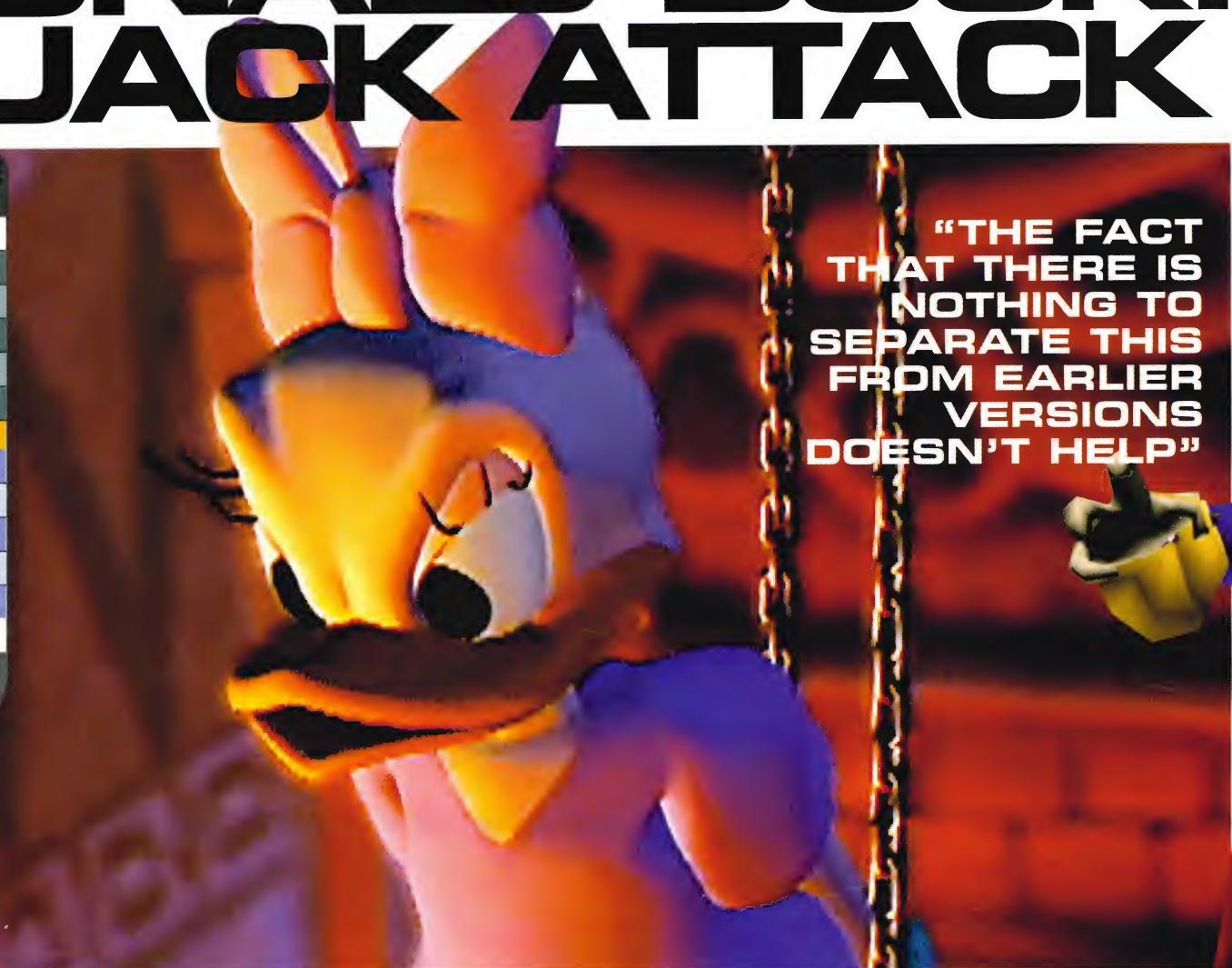
3 MAY



TBA



OUT NOW



IT HAS TO

be said that every GameCube owner is looking forward to *Mario Sunshine* – but that is another two months away, at least. So what is out there that could satisfy your platforming hunger until then? The answer is *Donald Duck: Goin' Quackers*.

Taking on the form of a pseudo-3D platformer, *Donald Duck* certainly offers a degree of entertainment. Pseudo being the key word here, as the gameplay mechanic is essentially 2D. Similar to Sony's *Crash Bandicoot*, you are given a strict, linear path to follow. There are variants, however; occasionally you will be playing with a side viewpoint, or sometimes running into the screen. These help to break up a game that would become boring very quickly otherwise.

Your overall task is to save the delectable Daisy from the clutches of the evil Merlock the magician, who is holding her captive in his lava manor. In order for this to be done, you have to collect special weather vane parts from the four highest areas of the world. These will help to power a machine that will give you access to the lava manor. This is not as easy as it sounds, though. You will have to battle your way through 22 levels in order to do this, avoiding all manner of nasties.

Along the way you have the opportunity to pick up prizes like extra costumes and levels. Sounds quite good, but most Disney games thus far have had a reputation of being too easy to play and too simple in execution. So does *Donald Duck: Goin' Quackers* fare any differently?

SPECIAL MOVE

If you collect the right amount of gears in a level, you will gain a special move. They are given out by your three nephews. Once you are back in the hub, you have the option of practicing them in a special room. The method is to jump on three enemies in a row without touching the floor, then hitting the Right Trigger button. If done correctly, Donald will freeze in the air and you will be set three seconds or so to enter a combo. Get it right and Donald will become invincible. If you collect a special move in every level of a world, you get the chance to do a special challenge. Complete this and you get a prize!



BIG BOSS: After every world you will have a face-off with a boss. They aren't too hard, but are certainly good fun.



COMMENT

The one thing that immediately stands out in *Donald Duck* is the audio. The soundtrack is classic Disney, which can only be a good thing; indeed, the music more than makes the game sometimes. The ghost house is a good example of this – the levels themselves are merely average. Quite frustrating staple platform elements means that there's little here that's outstanding. However, the rattling of the windows, the howling wind and the cackling of ghouls mixed with the orchestrated screeches of violins and menacing organs make the levels seem so much more atmospheric. That's not to say that the music is the only standout aspect of the game. The graphics are bright and colourful, if a little overly simplistic, but the animation is superb – leave Donald alone for a few seconds and he will perform a mad little dance.

The different themes throughout the game are pretty generic, but there are some original ideas hidden away. Some of the methods of finding secret areas are quite exquisite, involving abstract jumps

from enemy to enemy in true platforming style that is sadly lacking from a lot of games these days.

However, as nice as it sounds, there are reasons as to why this game is unlikely to be remembered in a few months' time. The structure of the levels is basic to say the least – there is no architecture worth mentioning as such. There are no areas in the game that will jump out at you and leave your jaw hanging on the floor. More often than not there are only a few variants throughout the level scattered around in a different order. This does help the flow of the game though – there are no moments where you will have to stop for a long time, it's fairly dynamic. But when it comes down to it, this type of game has been done before, only much better. The fact that there is nothing to separate this from earlier versions doesn't help its cause either and, as such, it will keep you entertained for only a little while before boredom sets in and you find yourself popping in another disc.

GARY

YO! YO!

This evil hand will chase you on certain levels, but be warned – don't let it catch you – it will start using you as a yo-yo before taking away a valuable life.

CUBE VERDICT

PLEASANT PLATFORMER BUT LACKS ORIGINALITY.

DONALD DUCK: QA

OPINION



VISUALS

Very simplistic, but oh so smooth. Animation is top notch too.



AUDIO

Outstanding. The music is fantastic and the SFX are true to the cartoons.



GAMEPLAY

You will enjoy playing it, but you won't be going back to it.



LIFESPAN

A few secrets add some longevity to a very short game.



ORIGINALITY

It's *Crash Bandicoot* with a much more charming theme.

QUACKERS "Would've been good fun if I hadn't have played the same game on Dreamcast already."

CHANDRA

FINAL SCORE

6.5

GOOD FUN WHILE IT LASTS – WHICH ISN'T LONG. BEST TO LIST IT UNDER THE 'PLAY-AND-FORGET' ROSTER.

Long awaited on the GameCube front, it's ISS 2...

INTERNATIONAL SUPERSTAR SOCCER 2



FOOTBALL GAMES

have always been an important part of a console's gaming armoury. All things considered, for every major system there has always been a standout title that has captured the true spirit of the beautiful game. No more so than the famous *ISS* series. First appearing on the Super Famicom, then later on the MegaDrive, it achieved near perfection on its various N64 outings. It has to be said that the GameCube version is slightly different. As it was, the only competition that *ISS 64* received was from the dismal *FIFA* incarnations. This time, however, *Virtua Striker 3* is running down the wing, and it isn't going to be stopped at the hands of any defence, no matter what legacy it holds.

First things first: *ISS2* is pretty impressive. The graphics, while not quite up to *Virtua Striker 3*'s standards are still top notch – the various times of the day to play create some atmospheric shadows that are thrown around the pitch and the player models look almost too human. The

controls are ultra-responsive and precise, and the passing system is one of the most intuitive yet – you always feel in control.

There is no dithering before slowly tapping the ball in the wrong direction – everything flows as it should. The highlight of the game though is the multiplayer, which (let's face it) is the thing that football games are made for. Happily, the game supports four players, so grabbing three friends may cause you to never leave the house again. Ultimately though, *ISS2* falls short of *Virtua Striker 3*. Animation problems are evident, with entire frames missing at times, and the computer AI can be a little inconsistent. The scenario modes that made the previous games such a joy to play are not included, which is a glaring omission, and the various leagues and cups fail to totally captivate.

But as it stands, *ISS2* plays as solidly as ever, and were it not for *Virtua Striker 3* you'd be hard pressed to find a finer football game on any other system.



"GET THREE FRIENDS TOGETHER AND YOU MAY NEVER LEAVE THE HOUSE AGAIN"

CUSTOM CHARACTER

Included in the game is a novel Character Creation and Team Edit mode. As well as being able to change squad formations, tactics and player numbers, you can also edit individual characters.

Everything from the hair style/colour to the skin colour, eyebrows, eye colour, boots, shirts, shorts and facial hair can be fiddled with to a certain extent. Unfortunately, it's not quite up to *Virtua Striker 3*'s standards. There is little variation between the different styles of clothing and you won't be noticing much once they are on the pitch.



CUBE VERDICT

ISS2

PUBLISHER: KONAMI

DEVELOPER: MAJOR A

PRICE: £39.99

GENRE: SPORTS

PLAYERS: 1-4

FINAL SCORE

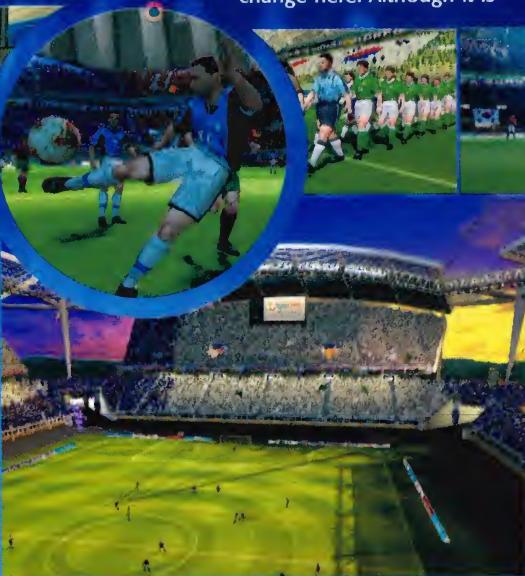
8·2

THIS GAME IS CLOSE TO CLASSIC STATUS, BUT STUMBLING ON THE WAY.

2002 FIFA WORLD CUP



EA makes a return to Nintendo with its most famous series...



CUBE VERDICT

2002 FIFA WORLD CUP

PUBLISHER: EA

DEVELOPER: IN-HOUSE

PRICE: £39.99

CATEGORY: SPORTS

PLAYERS: 1-4

FINAL SCORE

7.2

MUCH IMPROVED, BUT
CLASSIC FIFA PROBLEMS ARE
STILL PREVALENT.



MINI CELEBRATIONS

True to its history, 2002 FIFA World Cup contains a variety of victory poses. Players will leap around, somersaulting and cartwheeling around the lush grass pumping their fists into the air as the crowd goes wild. When it's night time, and the floodlights' beams are bouncing off the silver rain, you could swear it was real. An interesting note is that the textures on the characters' bodies allow for sweat to appear. A close up of a character's face will present a sheen of transparent white coating on their skin. Nice...

AFTER A long silence on the Nintendo front, EA has finally decided to release an instalment of its best-selling series *FIFA Soccer*. EA is certainly up against some stiff competition in the form of *ISS2* and *Virtua Striker 3* – and both titles are worthy contenders.

One thing that *FIFA* has always had a good reputation in is the visuals and sound department. No complaints here – the character models all look stunning and the running commentary is as slick as it's always been. However, the problems that seem to dog most football games lie in the animation – and this is no exception. Going from a running action to a kicking action is sometimes disjointed, due to the animation loops switching over. Some work in seaming these together would have improved the aesthetics greatly and it rather needlessly lets the package down.

The controls have always been a problem with *FIFA* games, and there's little change here. Although it is

clear that EA has put a great deal of effort into improving an area that has always drawn criticism, (the C Stick allowing you to easily perform one-two passes is a nice touch) the same problems arise as much as they ever did before.

Cumbersome at the best of times, it takes a lot more effort on the player's part than it should to control the ball as they would wish. Not good for a fast-paced sports title.

There is, however, an excellent four-player mode that, coupled with the slick presentation, makes it feel as if you and your friends really are taking part in that most important of football events, and it's certainly the most atmospheric of the three football titles on offer. But, as it stands, why bother when you have two superior footie games available – *ISS2* for its lovely intuitive controls, and *Virtua Striker 3* for arcade-style action. It's great to see the *FIFA* series on the rise though, and our hopes for the next instalment are very high indeed.

Monkey. Roll. Genius.

"COLOURFUL AND TASTY— LIKE FRUIT SALAD."



CUBE

INFORMATION

SUPER MONKEY BALL

PUBLISHER: SEGA

DEVELOPER: AMUSEMENT VISION

PRICE: £39.99

ORIGIN: JAPAN

PLAYERS: 1-4

STATS

■ MORE THAN 90 STAGES

■ THREE MINI-GAMES

■ THREE PARTY GAMES

■ DOLBY SURROUND SUPPORT

■ REQUIRES 3 MEMORY BLOCKS

RELEASE DATES



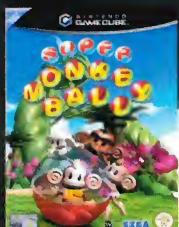
3 MAY



OUT NOW



OUT NOW



The best GameCube game yet is a SEGA release that stars captive monkeys. Surprised?



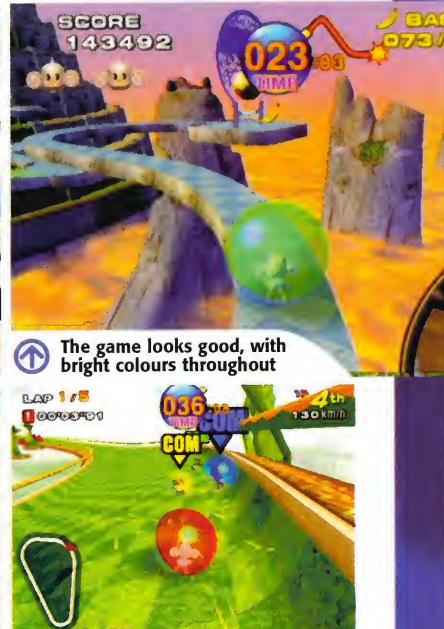
MONKEYS HAVE

been associated with videogames ever since Donkey Kong started taunting Jumpman. Monkeys have starred in many less prominent games, too: think of titles such as *Toki*, *Monkey Hero*, *Monkey Magic*, *Ape Escape* and *Diddy Kong Racing*. There's something about monkeys that make them prime targets for videogame starring roles.

Amusement Vision, one of the bright new SEGA teams, have picked up the banana-shaped baton to create *Super Monkey Ball*. Not so long ago the prospect of SEGA developing for Nintendo seemed ludicrous. But everything has changed, and *Super Monkey Ball* is the first GameCube result of SEGA's multi-format stance. And what a result it is!

SUPER MO

WE ALL LIVE...: The underwater stages (encased in balls, our monkey heroes can dive) are inspired by the Beatles. Dinky yellow subs cruise around the locale. Lovely.



1 Moving cogs, tilting floors and one rolling monkey – this level sure ain't easy!

HEY, HEY, WE'RE THE MONKEES!

AiAi, MeeMee, GonGon and Baby look like the members of the The Monkees! Well, we thought so, anyway.

The character can be used with your own controller.



WE LOVE FRUIT SALAD!

Super Monkey Ball looks stunning. It's colourful and it's tasty – like fruit salad. It's smooth (there are no frame rate issues whatsoever) and it's highly detailed. Most notably, though, Super Monkey Ball boasts some special effects we've not seen in other GameCube titles. The spangles of light that dance underwater, for instance, are truly spectacular. The clouds that cumulate in Monkey Target, too, give an impression of what would be possible in a GameCube Pilotwings. And we mustn't forget the monkeys themselves, the stars of the show, who are animated with such skill that their little legs start kicking as they spin upside down.



MINI-GAMES, MASSIVE FUN

Super Monkey Ball's most enduring gameplay mode is its mini-games. Four players, drinks, snacks, Monkey Fights – there's little more you could want from an evening in front of the telly. In Monkey Fight, our charismatic little chimps take to the ring, equipped with spring-mounted boxing gloves, in order to beat the living daylights out of each other. This is quite possibly the most laugh-out-loud funny multiplayer game we've ever had the privilege to play. Then there's Monkey Race, which is a circuit-based sprint so very enjoyable that we'll be more than content until GameCube Mario Kart arrives. And to round out the selection of mini-games, Monkey Target brings some chilled Pilotwings gameplay in the form of flying monkeys. Here your monkey rolls down a ski-jump sort of track before leaping up into the sky, and you then have open your monkey's ball in order to glide to a distant landing platform over the sea. Flying monkeys – such a silly idea, so wonderfully executed. But the multiplayer fun doesn't end here...

NKEY BALL

SIMPLE: BEST

The GameCube's controller's perfect analog stick moves your monkey in every direction. Oh, and the A button performs various features in multiplayer modes, and R is used for spin in Monkey Bowling. That's it — that's all there is to *Super Monkey Ball*'s gameplay. This is a game that OAPs could play. Quite whether they'd be able to stay on the floor is another matter, but the gameplay method is unbelievably simple. Having said that, *Super Monkey Ball* is a challenge to skilled experts — mastering the controls isn't the trick, but deft control is. Just as with *Virtua Striker 3* (Amusement Vision's only other GameCube title so far) there's no messing about, and the result is a game that outplays every other on the system. We wonder if other developers will realise the value of a simple control system...



LET THE MONKEY-THEME PARTIES BEGIN!

EARN THE POINTS, PLAY THE GAMES!

As if the three mini-games weren't enough to satiate your hunger for multiplayer monkey action, *Super Monkey Ball*'s party games add yet more strings to the game's multiplayer bow. Monkey Golf, Monkey Billiards and Monkey Bowling are each tremendous fun. Monkey Bowling is arguably the pick of the bunch, as it is better than any other bowling game we've ever played (yep, even SNK's superb *League Bowling*). Up to four players can take turns to launch their monkey down a ten-pin alley into a bruising rack of pins. Spin can be applied with the R trigger to ensure that an off-centre bowl could still become a strike. And how the alley surface gleams! Monkey Billiards is a more relaxed game, for one or two players only. The idea is to pot (in order) the balls on the table, using your monkey as the cue ball. This mode is made even cooler thanks to some jazz vibes softly sounding on the billiards hall's speakers. And then there's Monkey Golf, which, to be honest, can be a bit frustrating. It plays more like crazy golf than real golf, though in four-player mode there is certainly some fun to be had here. Overall, we prefer *Super Monkey Ball*'s mini-games to its party games, but Monkey Bowling is exceptional.



ON THE DOLE?

Dole, multinational shipper of bananas, is plugged throughout. Most noticeably, every banana bears the familiar Dole sticker. We prefer Del Monte, but Dole will do.

"SUPER MONKEY BALL IS QUITE SIMPLY THE BEST GAMECUBE GAME YET."

COMMENT

"So you have a monkey in a ball, see, and you roll it around to collect bananas." You risk being committed if someone overhears you describing the magic of *Super Monkey Ball*. But, in part, that's why *Super Monkey Ball* is such a refreshing change. Don't mistake it for a mere novelty, though — it's much more than that...

Simplicity is the key to *Super Monkey Ball*'s success. You needn't think about the controller in your hand; it's just instinct that moves your monkey exactly where you wish to go. This is what Shigeru Miyamoto had in mind when he designed the GameCube controller, and it's ironic that Amusement Vision has made better use of the pad than any other GameCube developer thus far.

There are simple games that are boring, of course, but *Super Monkey*

Ball is great fun. We've been playing it for months on end and can report that it gets even better with age. Every second that your monkey rolls, you'll be exhilarated by the fear of falling off the edge or running out of time. The parameters in every mode are set just so.

In single-player, *Super Monkey Ball* is challenging and richly rewarding. In multi-player, it's the most amusing social game we've played in a very long time. Just play it and see.

Pac-Man, *Space Invaders*, *Donkey Kong*, *Super Monkey Ball*: some of the best games ever have also been some of the simplest. In Amusement Vision we have the hope that such games will continue to be made. This isn't hyperbole: *Super Monkey Ball* is the best GameCube title of them all.

JONTI

THE STORY OF ONE MAN IN A BALL

PLENTY TO DO AND SEE

Just because *Super Monkey Ball* is the best thing to happen to multiplayer gaming since *GoldenEye*, its single-player options should certainly not be discarded. The main one-player game is puzzle-action mode in which you must roll to courses' ends without falling off into oblivion, collecting as many bananas as possible and getting to the goal before your time runs out. Later stages are incredibly tricky, but *Super Monkey Ball* eases players in via its relatively straightforward Beginner mode before testing with Advanced and Expert.

Fortunately, a Practice Mode allows you to perfect unlocked stages before trying to pass them in the Normal Mode. Even *Super Monkey Ball's* Main Game can be enjoyed in multiplayer, however. In Competition Mode, up to four players make a dash for the goal, taking care to pick up mucha bananas, and the player with the most fruit wins. This is yet another excellent feature, though the single-player take is just as fun.



'AAA? DON'T BE SO LAZY!' The name entry system is inspired. You simply run your monkey into the appropriate spring-mounted pads to spell your three initials.



↑ The further you go through the game, the harder it is to reach the goal in time...



↑ You are going to have to be pretty nimble-fingered here!



CUBE VERDICT

SUPERB FUN ALL THE WAY AND A LAST CHALLENGE.



VISUALS

Super Monkey Ball boasts gorgeous graphics with plenty of character—and wonderfully animated monkeys.



AUDIO

Tunes that will get trapped in your head and sound effects that will make you grin like... a monkey.



GAMEPLAY

Most of Super Monkey Ball is controlled with only the GameCube controller's analogue stick. Genius.



LIFESPAN

With a perfect learning curve and many hidden features, Super Monkey Ball will keep you busy for a long time.



ORIGINALITY

Inspiration was obviously taken from the likes of *Marble Madness*, but Super Monkey Ball is certainly its own game.

ALTERNATIVE

MARIO PARTY 3

Mario Party 3 is comparable to Super Monkey Ball in that it's full of entertaining mini-games and that special party atmosphere. Look out for GameCube Mario Party 4 at the end of the year.



OPINION

OH BANANAS! "This is one of the finest games on the GameCube to date. Stop monkeying around and buy it!"

SIMON

SWINGIN'! "What's this... a SEGA game that's better than all the current Nintendo ones? Amazing!"

MARTIN

SUPER MONKEY BALL

FINAL SCORE

9.3

THE BEST GAMECUBE GAME YET. A MATCH FOR GOLDENEYE, AND EVEN MORE FUN THAN LUIGI'S MANSION!

UP FRONT

**CUBE****INFORMATION**

SUPER MARIO SUNSHINE

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE

**AT-A-GLANCE**

- MARIO ON GAMECUBE!
- MULTIPLE WEAPONS
- MULTIPLE, THEMED LEVELS
- BRAND-NEW STORY LINE
- CLASSIC MARIO GAMEPLAY

RELEASE DATES

	Q4
	19 JUL
	26 AUG

SUPER MARIO

All-new screenshots, artwork and info on the Italian plumber's sunny adventure...

YET MORE INFORMATION on Mario's debut GameCube adventure has surfaced, including the full storyline and some leaked information straight from Miyamoto-san himself. In a distinct departure from traditional *Mario* games, the now renamed *Super Mario Sunshine* (in the US and Europe at least) shows no signs of princess kidnappings or giant, fire-breathing turtles. It seems that creator Shigeru Miyamoto finally got bored of that old chestnut... Instead the story sees Mario and Princess Peach enjoying a well-deserved break in a peaceful, sun-drenched seaside village. At least that's the plan. When they get there they learn that someone has been terrorising the locals and running around painting graffiti everywhere. Even more of a shock comes with the news that



"SUPER MARIO SUNSHINE SHOWS NO SIGNS OF PRINCESS KIDNAPPINGS OR GIANT, FIRE-BREATHING TURTLES"



SUNSHINE

the culprit looks just like Mario. Naturally the locals are abusive towards the real Mario so he decides to clear his name by washing up the mess and finding the person responsible. No Bowser in sight then, but we get the feeling that one of his Koopa cousins may be the fiend behind the Mario mask.

The new screenshots reveal a few more bits of information that we didn't know before. The Pokies have made a welcome return (they were in *Mario 64* and *Super Mario World*) – you can be sure that they will move relatively slowly, but the walking cacti come in packs of four – so don't underestimate them. As CUBE predicted in issue 5, the bizarre Wizbit-esque creatures are in fact the locals. The Flumpets' (that's what we'll call them for now) sexes are colour-coded (very useful...) with purple being a male and pink being a female. Yeah, yeah, we know, the blokes fix cars and the birds wash the dishes, right? Anyway, there are yellow ones as well – perhaps they are

granny Flumpets or something? Okay, enough about the Flumpets.

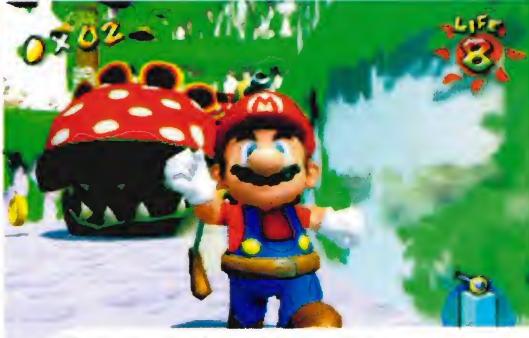
Water for the water backpack is in limited supply (hence the meter) and can only be replenished at water fountains. You can see from one of the shots that Mario has quite a range on that water cannon of his. If the nozzle was always in one position you would have to move Mario back and forth in order to aim. This would be irritating, so you can expect the direction of the nozzle to be controlled using the C-Stick. The Analogue Stick will be used to move Mario around, with A being jump and B being used for hosing/using/talking. L and R will swing the camera left and right with Z centring the camera behind Mario. Y will provide the first-person view in a similar style to *Mario 64*.

As one last reassurance to many of our readers, Miyamoto himself has let slip two vital bits of information: there will be many more levels in the game, not just the village that we've all seen.



The water cannon will not be the only weapon that Mario can use.

No date has been given for a PAL release but Miyamoto-san has promised that it will arrive before the end of this year.



It's amazing how a fat, stout, little plumber can be so fit isn't it?



CUBE

INFORMATION

SOUL CALIBUR 2

PUBLISHER: NAMCO

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: 3D BEAT-'EM-UP

PLAYERS: 1-2

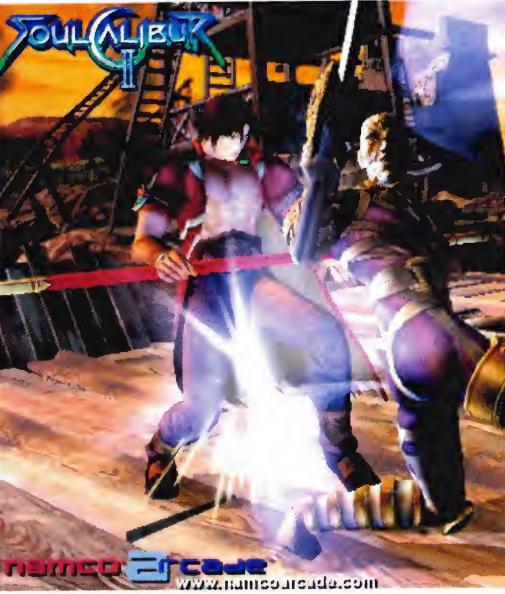
PERCENTAGE COMPLETE



AT-A-GLANCE

- INTERACTIVE ENVIRONMENTS
- ASTOUNDING GRAPHICS
- IT'S SOUL CALIBUR...
- WEAPONS BASED GAMEPLAY
- BRAND NEW CHARACTERS

RELEASE DATES



Into bondage? Soul Calibur's newest character has everything you need...

SOUL CALIB

ALL NEW SCREENSHOTS of Namco's most awaited of titles have been released. As the game draws closer to its July arcade release the screenshots are turning up more frequently, and this latest batch showcases one of the old favourites, Voldo. Dedicated to his dead father figure 'Master Vercci', Voldo searches endlessly for a mysterious weapon by the name of the Soul Blade. As you can see, the game is looking even more stunning than before, and aesthetically, is a serious contender to any beat-'em-up you may wish to mention.

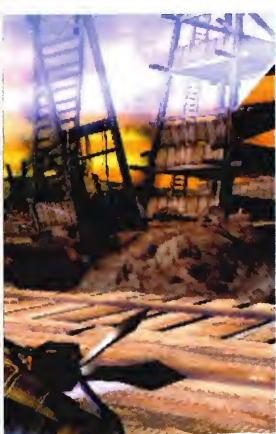
These screens also reveal which characters will be hosting which stages. Voldo fights in his master's enormous library, stacked to the ceiling with old books and gorgeous patterned woodwork. You may also notice the two glass doors – it's possible that these may lead to another area if smashed through. The *Soul Calibur* series has never ventured into multi-tier environments before, but this could change.

Astaroth lays claim to a tall column of rock surrounded by thick grass. Each tile on the surface is broken and raised. Newbie Talim fights in an amazing Egyptian throne room complete with coffins, statues, Egyptian wall paintings and hieroglyphics. Last of all is Kilik who fights in the middle of a ruined city. The wooden floor comes to life with luscious pine textures.

The current line-up is starting to look quite healthy, and you can expect characters to be announced on a weekly basis from now on. This seems to be the way in which Namco unveils all of its fighters. Voldo, Kilik, Xianghua, Talim, Nightmare, Astaroth, Cassandra, Taki, Misurugi, Ivy and Yunsung have so far been announced.

As you can tell, we're very excited about this one, and it's more than likely that a near-complete version of the game will be up and running at E3 at the end of May. Naturally **CUBE** will be there to bring you every last detail.

"TALIM FIGHTS IN AN AMAZING
EGYPTIAN ROOM THAT HAS TO BE
SEEN TO BE BELIEVED"



UR 2



GCN

GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

UK LAUNCH UPDATE

The day has finally come! At long last you can walk down a high street and be bombarded by GC POS. It's been a long six months...



PAGE 060-061

THE WINNING FORMULA

Nintendo announces F-Zero AC + GC, Celda, Mario Party 4 and 1080° 2. A couple of surprises and a few confirmations for good measure.



PAGE 062-063

THE SEGA CONTINUES

AM2 sets to develop titles for GameCube. The developer behind Virtua Fighter, Virtua Cop and Shenmue is working on not one but two games.



PAGE 064-065

TOTALGAMES.NET

What's new on the Official CUBE Web site, as well the latest release dates and the games that the Cube team are most looking forward to.



PAGE 066-067

CAN YOU HANDLE IT?

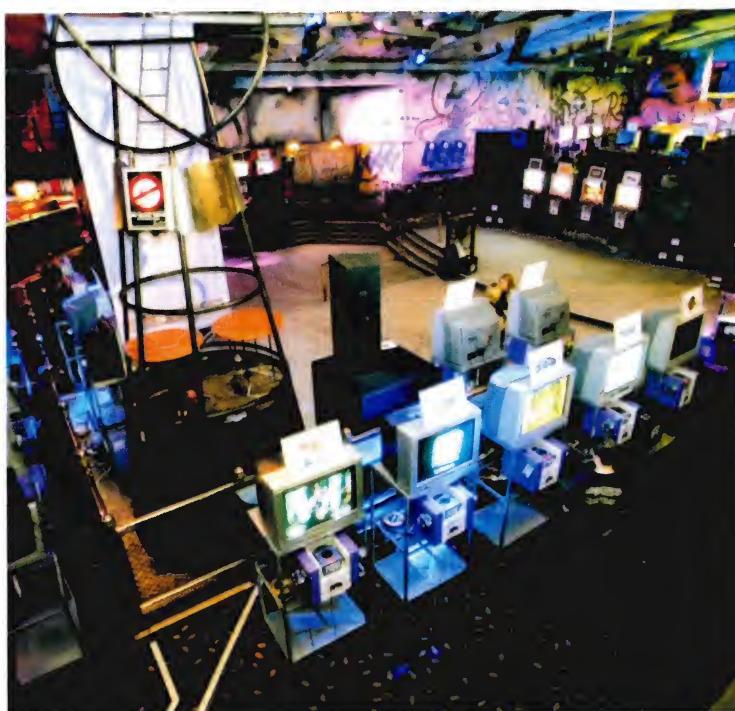
Nintendo prepares to scare you witless with news of several mature-themed games. Who said Nintendo was for kids?



PAGE 068-069

UK LAUNCH UPDATE

At last, the day has come – let battle commence!



WELL, THE LAUNCH day has finally arrived and what a roller coaster ride it has been! By now you should have seen the adverts on television and in the cinema, and you'll have noticed that retail is completely behind the machine. There were fears that few of the large retail chains would be backing GameCube, but the truth of the matter is that they seem even more excited about this launch than the Xbox one. This could have something to do with the fact that Xbox didn't do as well as everybody thought it would and shops nationwide are counting on Nintendo's new machine to deliver the goods. There are problems with such widespread backing though and they come in the form of everyone doing their own GameCube leaflets filled with inaccurate information.

GameCube's 12 million polys per second vs Xbox's 125 million? For crying out loud, here we are trying to give people the facts and every Tom, Dick and Harry on the high street is telling the world something else!

Ah well... even the misleading specifications haven't put the punters off. At the time of going to press, hardware pre-orders were looking extremely promising. Over 25,000 machines had been reserved by the middle of April and Nintendo UK was predicting over 50,000 by 3 May. This would imply that over 50,000 units would be

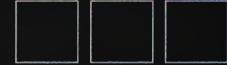


↑ A rather embarrassing moment for these guys then? Hey, Cube Club T-shirts are all the rage apparently.



"RETAIL IS EVEN MORE EXCITED ABOUT THIS LAUNCH THAN IT WAS FOR THE XBOX"

IN THE CUBE WITH...



DAVID GOSEN

NAME: DAVID GOSEN

POSITION: MANAGING DIRECTOR OF MARKETING

COMPANY: NINTENDO OF EUROPE

CUBE: Now that GameCube is plastered all over the high street, how are things going?

DAVID GOSEN: We are delighted at the initial reaction to the Nintendo GameCube at retail and are counting down the days to our launch on 3 May.

CUBE: We've seen encouraging pre-order figures in the UK. Is it a pan-European success story?

DG: With three weeks to go we are already receiving similar encouraging pre-order reports across Europe. We are giving gamers a great offer and it is clear that they are responding.

CUBE: The GameCube hype machine doesn't seem to have been affected by the launch of the Xbox, does it?

DG: Nintendo focuses on gaming, not technology. We're more interested in what comes out of the box rather than what goes into it, and what does come out of Nintendo GameCube are excellent and creative games that cover all ages and all gaming genres. We are delivering 20 titles on Day One and 50 titles by summer, plus Nintendo GameCube will be available at a price we expect to be half that of other consoles on the market.

We know this is a proven formula for success, following our successful launches in the US and Japan. To date, we have sold over 3 million units of Nintendo GameCube across the globe, and we are looking forward to extending this into Europe on May 3.

available in the UK on Day One. No hardware launch would be complete without stock shortages, and well before the launch retailers were complaining of having their orders cut by up to 80%. As always, Nintendo is keeping quiet about exactly how many units are arriving.

CUBE: has had trouble keeping up with the actual launch line-up – the list seems to change daily. *Worms Blast*, *Spider-Man*, *Gauntlet*, *SpyHunter* and *Tetris Worlds* didn't make it for 3 May but, rest assured, they will be arriving shortly afterwards.

The Cube Clubs appear to have been a raging success and so they should've been considering that the US versions earned Nintendo a Promotion Marketing Association 'Gold Reggie.' What relevance does that have? Erm, it just means that it impressed a lot of important people. Needless to say Nintendo has done good, delivering everything that it promised to. All we need now is more software, and by the looks of this year's E3 line-up, we're going to get far more quality titles than we can handle.

CUBE

CUBE
THINKS...
FIRST IMPRESSION

■ It's been six months since **CUBE** launched issue 1 and we've been hassling the top bods at Nintendo day in and day out to get you all the latest information. Just because the machine is actually here, it doesn't mean that we'll ease up and you can be sure that **CUBE** will go all out to bring you exclusive news and interviews every month.

CUBE

CUBITES

THE TASTIEST MORSELS OF INFORMATION FROM THE WORLD OF NINTENDO...

FOX FALLS AWAY.

The highly anticipated *StarFox Adventures* has definitely been delayed in the US and Japan AGAIN. No new release date has been given, but the word 'fall' is being bandied about quite a bit. This delay shouldn't have much of an effect on the PAL release.



GO-JI-RAAAH!

Godzilla: Destroy All Monsters Melee has been announced for GameCube, and is set to be released this autumn. Over 14 monsters and ten stages will be available. We'll have a full preview for you in issue 7.

CCS GET REGGIED.

Nintendo's Cube Clubs have officially been given the thumbs up by way of two awards. The launch promotions won the Promotion Marketing Association's Gold Reggie for Event Marketing and the Bronze Reggie for National Consumer Promotion.

YOU TALKIN TA ME?

PC gangster game *Mafia* has been confirmed for GameCube and will be shown in an early form at E3 in May. Coming from GTA3 publisher Take Two, this should keep your violent streak happy for a while.



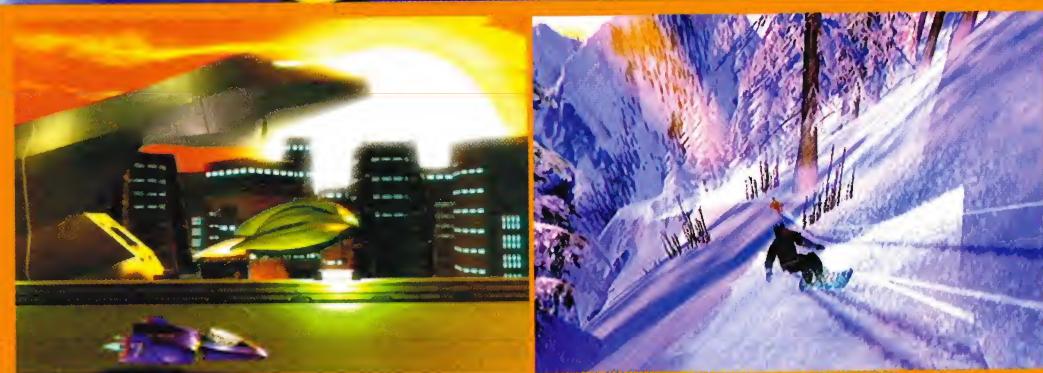
THE FORCE CONTINUES

Star Wars Bounty Hunter is currently in development at LucasArts. The game follows the exploits of Bobba Fett's father Jango in his adventures around the Star Wars galaxy.



....
CUBE
EXCLUSIVE
NEWS
....

THE
F



Nintendo announces F-Zero AC and GC, Celda, Mario Party 4 and 1080° 2

DO YOU EVER get that feeling that you're being watched very closely? It was only last issue that **CUBE** questioned what exactly it was that Nintendo was doing as far as first-party games were concerned. A quick glance at NCL's big hitters for 2002 revealed a line-up filled with second-party offerings such as *StarFox Adventures*, *Eternal Darkness* and *Metroid Prime*. No sooner had issue 5 touched down than Nintendo made a whole load of surprise announcements.

Celda (cel *Zelda*) will definitely be out in Japan before the end of the year. *Zelda*-creator Miyamoto-san had already said this on many occasions, but this is the first time

that Nintendo has actually confirmed it. The sequel to the N64 snowboarder *1080° 2* (temporary name) is back on track and will hit Japan this winter. Admittedly, this isn't an accurate release date but it means that we'll get to see it before February 2003. Nintendo originally handed the *1080° 2* reigns to second-party developer LeftField, but something went awry between the two companies and the NBA Courtside developer has now returned to third party status. As such *1080° 2* has returned to Nintendo of Japan and is now being worked on by Giles Goddard, the man who lead the original N64 team. Another unconfirmed rumour that has now



"TWO VERSIONS OF F-ZERO WILL BE AVAILABLE. BOTH WILL BE COMPATIBLE WITH EACH OTHER BY WAY OF THE MEMORY CARD 59/251"

WINNING FORMULA



POWERED BY GAMECUBE



been solidified is the news that *Mario Party 4* is well underway and will be out in Japan in time for Christmas. *MP 1, 2 and 3* all appeared on the N64 and sold in huge numbers. Regarded by many as the ultimate four-player party game, the series comprises an interactive board game where Nintendo characters battle it out in a plethora of sub-games.

By far the biggest shock of all came from the news that *F-Zero* is in development by none other than Amusement Vision, who is a first-party SEGA development house. AV has already brought us *Super Monkey Ball* and *Virtua Striker 3*, so you can assume that *F-Zero* will boast some supreme graphics. **CUBE** knew that Nintendo and SEGA were working closely, but this is something else entirely. Two versions of *F-Zero* will be available. *F-Zero GC* will be the GameCube version. *F-Zero AC* will be the arcade version, running on TRIFORCE arcade hardware. SEGA will publish the AC version and

Nintendo will publish the GC offering. For those of you that don't know, TRIFORCE is a new arcade board based on GameCube hardware and fronted by SEGA, Nintendo and Namco. The two versions of the game will be compatible with each other by way of the Memory Card 59/251. This compatibility is a unique feature of the TRIFORCE hardware. No screenshots of either game have been released yet, but both are set to debut before the end of the year. You can get a rough idea of what to expect from HAL Lab's interpretation of the game, which appears on the intro sequence to *Super Smash Bros Melee*. Could it really look this good? We look to E3 for the answer...

CUBE



THROUGH THE AGES

F-Zero has come a long way...

NINTENDO'S FUTURISTIC HOVERCAR racer debuted on the Super Famicom over ten years ago, and was responsible for shifting millions of units of hardware. As the first game ever to utilise the machine's unique Mode 7 sprite scaling abilities, *F-Zero* boasted unparalleled graphics and blindingly fast gameplay. The game moved up to the next level on the N64 and sacrificed graphical flair for ridiculous speeds, constant 60fps and up to 40 vehicles on the screen at once. In Japan you could also get the 64DD *F-Zero* track editor – maybe this will be a feature of the new games? More recently we have been treated to a brand-new GBA version, which basically imitates the SNES version's style – albeit with different tracks, vehicles and music.

CUBE
THINKS...
FIRST IMPRESSION

■ So let's just get this straight. There are multiple Triple-A titles coming from Nintendo's second parties. Then there is *Super Mario Sunshine*, and now we have these new titles to look forward to. Even without third parties, GameCube already has by far the best software line-up for this year. Hmmm, we like that Nintendo difference.



CUBITES

THE TASTIEST MORSELS
OF INFORMATION FROM
THE WORLD OF NINTENDO

**CAPCOM SNEAKS IN**

Capcom Vs. SNK 2 has been confirmed as coming out in Japan this July. Arguably the best 2D beat-em-up in existence, CVS.2 will have all-new control systems, which will utilise the GameCube's controller.

**SCARY SALES**

Resident Evil has enjoyed monstrous sales figures in Japan. Released on 22 March the game managed to sell through over 100,000 copies in just two days. We'd say that's pretty impressive, wouldn't you?

**HEADS UP BAT FANS**

After being delayed on countless occasions, Kemco's *Batman: Dark Tomorrow* has finally been given another date. The game has now changed to a multi-format game and will arrive in November. Here's the first-ever screenshot.

SOLID AS A ROCK

We kind of assumed that this would happen, but now it has been confirmed. Glasgow-based development studio Steel Monkeys will bring *Rage's Rocky* title to the GameCube in time for Christmas.

GOOD MEMORY

Nintendo has announced that it will be releasing another version of the Memory Card 59. The difference will be that this one will have 251 blocks of memory as opposed to 59. It will launch in the US on 24 June for not much more than a standard card.



THE SEGA CON

AM2 set to develop new titles for GameCube...

EXCLUSIVE

**REFUSING TO BE**

outdone by the incredible news that Amusement Vision would be responsible for bringing the classic *F-Zero* franchise onto the GC, another of SEGA's internal development teams also had a little something up its sleeve at SEGA's recent GameJam event in Tokyo. AM2, possibly one of the most influential teams under SEGA's control, managed to surprise everyone with the announcement of not one, but TWO major titles coming to the GameCube over the course of the next twelve months... could we have asked for anything more?

First on the blocks is *Beach Spikers* – a home console release of the arcade sports game that appeared in the summer of last year. Venturing out of the area of 'obvious' sports to base a game around, *Beach Spikers* features the popular adolescent sport of women's volleyball... growl. Yes, now you too will be able to marvel as pairs of scantily clad ladies hop around the sand in nothing but tight lycra shorts and a sports bra – oh, and there's a damn fine game in there to boot. So far, AM2 has confirmed a wealth of added features for the home version, including a *Virtua Tennis*-style World Circuit

TINUES....



"AM2 IS ONE OF THE MOST INFLUENTIAL TEAMS UNDER SEGA'S CONTROL"

mode, the opportunity to create your own player and the usual mix of multiplayer and tournament modes. *Beach Spikers* looks set for a release in Japan this summer.

Of course, that wasn't everything that Yu Suzuki (head of AM2) had to tell us during the announcement... there was also the tiny matter of the *Virtua Fighter* series coming to the GameCube! Although he revealed very little about the new title, we can confirm that it's being developed in time for the 10th anniversary of the series in 2003 and is currently entitled (deep breath) '*Virtua Fighter 10th Anniversary Special*'

Project'... gasp. What's more, we can finally lay to rest rumours of this title being a *Virtua Fighter Kids*-style game; instead, the emphasis will be on action adventure, with a deep storyline running throughout and could even be an RPG, if Suzuki-san's comments are to be believed.

Exciting news, eh? We knew that SEGA hadn't given up on the GameCube (as many people on our Forum had thought... shame on you!) and this is proof that the best is yet to come. Needless to say, we'll be first on the scene for all the new information on both games when it breaks...

CUBE

CUBE THINKS...

FIRST IMPRESSION

■ SEGA's development teams really seem to be stepping it up a notch when it comes to GameCube titles – first *F-Zero*, now this. The announcement of *Beach Spikers* is certainly a welcome boost, as it follows heavily in the vein of the splendid *Virtua Tennis* series; what is really interesting though is the *Virtua Fighter* RPG. We heard a rumour about AM2 developing GameCube titles over a year ago, so theoretically they could have been working on it for absolutely ages. We'll patiently hold our breath in anticipation...



HISTORICALLY SPEAKING

AM2 HAS BEEN RESPONSIBLE FOR SOME OF THE GREATEST ARCADE TITLES EVER!

If you're not totally up on why it's such a great thing that AM2 is developing for the GameCube, you only have to look at its history to see what kind of pedigree the development house has. Some of the greatest SEGA franchises have come out of AM2...

• VIRTUA FIGHTER

The game that kicked off the whole 3D beat-'em-up genre soon blossomed into a successful franchise for Yu Suzuki and the AM2 team. Featuring a ton of unique characters and a distinctive 'strategy-over-button-bashing' attitude, the *Virtua Fighter* series still remains one of the purest examples of videogame pugilism to date.



• VIRTUA COP

We must have spent a fortune on the arcade version of this when we were younger – it was so playable and totally revolutionised the lightgun game forever. *Virtua Cop* was fast, frantic and more fun than you could shake a stick at... and the sequel was just as good, if not better. We're sure we remember some bloke on GamesMaster playing it...



• SHENMUE

When the rumours about a *Virtua Fighter* RPG surfaced ages ago, we were all intrigued – that rumour then turned out to be what became known as *Shenmue* on the Dreamcast. Part wandering adventure, part action fighter, *Shenmue* was considered a game of epic proportions... so it's a damn shame that the sequel is coming to the Xbox. D'oh!



www.totalgames.net

TOTAL GAMES

#.net

What's new on the online version of CUBE?

THE FORUMS JUST keep on growing and growing. Cube.totalgames.net is the place to be if you are into all of the latest GameCube software and news and want to chat with people who think the way you do.



A screenshot of the TotalGames.net website. The header features a large, stylized "TOTAL GAMES .NET" logo with a green 'GAMES' part. Below it is a banner with the text "Topic: Nintendo? Advertising? Why do I have a cold sense of impending doom?". The main menu on the left includes links for Home, Games, PS2, Dreamcast, Nintendo 64, Game Boy, GameCube, CPU, Xbox, DVD, Charts, Competitions, Forum, Contests, Downloads, Partners, Links, and TG Home. The central content area has a sidebar titled "Author" with a profile picture of Keza and her stats: Member since November 4, 2001, with 11 posts and 10 reviews. The main article discusses the impact of Nintendo's advertising on the gaming community, mentioning the rise of home bases, the introduction of the Gamecube, and the subsequent decline in sales and interest. It also touches on the company's financial troubles and the launch of the Wii.

Total Games.net	
PSOne PS2 Dreamcast Nintendo 64 Game Boy GameCube PC About DVD Charts Competitions Forum Contact Us Downloads Puzzlers Links TQ Home Feedback Form GD GD Search Top Ten Editorial Polls Dreamcast Retro	<p>General Gaming</p> <p>PSOne</p> <p>PS2</p> <p>Nintendo 64</p> <p>Game Boy</p> <p>GameCube</p> <p>PC</p> <p>About</p> <p>DVD</p> <p>Charts</p> <p>Competitions</p> <p>Forum</p> <p>Contact Us</p> <p>Downloads</p> <p>Puzzlers</p> <p>Links</p> <p>TQ Home</p> <p>Feedback Form</p> <p>GD</p> <p>GD Search</p> <p>Top Ten</p> <p>Editorial</p> <p>Polls</p> <p>Dreamcast</p> <p>Retro</p>
	1981
	Scariest name (Name)
	12 April 2002 08:22
	queasy my signature
	12 April 2002 05:31
	PS2 - why the diabolical?
	12 April 2002 07:53
	Beckie12 (Tokemoto)
	12 April 2002 07:25
	What's Old Games Hall (Ringos)
	12 April 2002 08:00
	final fantasy on game (postmaster_phil)
	12 April 2002 08:25
	Old 3D subscribers, can I...
	12 April 2002 12:44
	In It True?.....(Be)
	12 April 2002 08:24
	Hegman by, Treasury

A screenshot of the Total Games.net website. The header features a purple banner with the site's name in white. Below the banner is a navigation menu with links like News, Features, Release List, Reviews, Previews, Gallery, Tops, Competitions, Charts, Forum, and TG Home. To the right of the menu is a large image of a red sports car driving on a city street at night, with a yellow triangular road sign in the foreground. A timer at the top right shows 6:20.816. The number 21 is prominently displayed in red. At the bottom left, there's a search bar with a magnifying glass icon and a link to the search results. The bottom right corner has a "Burnout" watermark.

News

Features

Release List

Reviews

Previews

Gallery

Tips

Competitions

Charts

Forum

TAKE A TENTATIVE peek into the **CUBE** forum and you may never leave again... the discussion is intense. From arguments about Rare's future, to polls about which GameCube colour is the forum favourite, the topics range from the interesting and informative to the plain bizarre. Remember to join in though – everybody is welcome! There is sure to be a topic that takes your fancy, and if not you can always create your own – and with the UK launch finally upon us there are certainly some exciting developments on the GameCube front to chat about: What games will you be getting? What upcoming games can't you wait for? What do you hope gets created for the GameCube? Thoughts on *Biohazard* – was it better than you expected or were you disappointed? SEGA creating

A screenshot of the Total Games.net website. The header features the site's logo with 'TOTAL GAMES' in yellow and 'net' in blue. To the right is a large blue banner with the word 'CUBE' in white. Below the banner is a purple box containing the text 'GameCube News Story' and 'Volodo Announced For SC2'. A date '12 April 2002' is also present. The main content area shows a 3D rendering of a character from the game CUBE, which is a first-person shooter set in a dark, industrial environment. The character is wearing a futuristic suit and holding a weapon. The bottom left corner of the image contains a small 'GIGA' logo.

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• GAMES, FEATURES
• GIVE US YOUR TIPS!

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ATTITUDE

TOTAL GAMES net

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Daily News

Vololo Announced For SC2
 Vololo, the first CUBE game on original mail. Vololo has added to the list of titles that have been announced for the new console. See below for more details. [\[more\]](#)

GameCube PreOrders
 GameCube PreOrders
 15 April 2001
 GameCube news: Preorders of GameCube are now open. Preorders are already over 20,000 according to Nintendo. It's not clear what motivates that come blurb... [\[more\]](#)

Pirates set eyes on GameCube
 Pirates set eyes on GameCube
 GameCube set to kick their ass. The pirates of the Caribbean are coming to GameCube. Recently announced SEGA BFG will be the developer for the game. See below for more details. [\[more\]](#)

More Eternal Darkness details
 More Eternal Darkness details
 GameCube news: Eternal Darkness - the game that has been causing a stir since it was announced, and now it's revealing every star... [\[more\]](#)

New Mario Sunshine pictures
 New Mario Sunshine pictures
 GameCube news: New screenshots of upcoming Mario Sunshine have been released. See below for more details. [\[more\]](#)

Star of Adventures

Virtual Reality

Crazy Taxi
 GameCube news: For the most part, racing games have been pretty simple. That's about to change with the arrival of the latest title from the creators of Mario Kart. [\[more\]](#)

NHL Hitz 2002
 NHL Hitz 2002
 GameCube news: In the whole NHL Hitz series, there's not much that distinguishes one game from another. That's about to change with the arrival of the latest title in the series. [\[more\]](#)

Over Mania Freestyle
 Over Mania Freestyle
 GameCube news: Review: Over Mania Freestyle is a corporate repetition, albeit a fun one. It's a solid game, though. [\[more\]](#)

Sonic Adventure 2
 Sonic Adventure 2
 GameCube news: Review: Sonic Adventure 2 is the second game in the series to be released in Japan. Nintendo hasn't said if it will be released in North America. [\[more\]](#)

For the complete review database, click here.

Classic Programs

Soul Calibur 2
 Soul Calibur 2
 GameCube news: Review: Soul Calibur 2 is the second game in the series to be released in Japan. Nintendo hasn't said if it will be released in North America. [\[more\]](#)

Star of Adventures

CUBE

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Dreamcast

Planet

TOTAL GAMES net

ATTITUDE

the next instalment of the beloved *F-Zero* series – do you trust the makers of *Daytona* or do you have reservations about SEGA stepping on Nintendo's hallowed turf? Come, share your opinions, and experiences, you never know who you might meet.

Keep in mind that **CUBE** is written for you, so no comment, complaint or idea will go unheeded by us, and your input is always appreciated. We always spend time trying to get closer to our readers to ensure that **CUBE** remains the UK's favourite GameCube magazine. So grab a cuppa, pull up your chair and chat with a whole new world of like-minded gamers – who knows, you may even find your views influencing, or being included in the mag!



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CUBE

StarFox Adventures

StarFox Adventures is to be released in the UK, three years after it had been expected. Nintendo has also released a new batch of revealing shots.

We can now explore more about the relationship between the two StarFox games. Pheraxis is a mysterious spiritual healer who has the ability to call upon a spirit named Kyra. She can control the spirit to help her fight the Dragon in Secret of Mana. This call isn't made with a horn or a horn, but through a small glowing orb that she holds in her hand. She can also call up Kyra at which point she will be picked up by her trusty winged friend. There's also a new addition to the team, a small alien who can shoot energy beams from his hands. He'll be able to assist you controlling Kyra in the air, while trying to track down the Sky Forces.

The first screenshot from the demo is a sequence showing Fox fighting it out with five other opponents on screen at once! Considering the game is due to be released in the summer, this is quite impressive. And at 60 frames per second, this is quite an achievement.

Copy and paste the following URL into your browser to see the demo for yourself: www.starfoxadventures.com. Every level of the game looks with even more detailed textures. There's also a new addition to the team, a small alien who can shoot energy beams from his hands. He'll be able to assist you controlling Kyra in the air, while trying to track down the Sky Forces.

Game Info

Developer: Rare
Publisher: Nintendo
Genre: Action/Adventure

Play
THE UK'S BEST UNOFFICIAL PLAYSTATION MAGAZINE!

Planet ATTITUDE



RELEASE LIST

CUBE's at-a-glance guide to what you can expect in 2002.

2002

TERRITORY	GAME	PUBLISHER	GENRE	RELEASE DATE
UK	Luigi's Mansion	Nintendo	Adventure	3 May
UK	WaveRace: Blue Storm	Nintendo	Racing	3 May
UK	Rogue Leader	Nintendo	Shoot-'Em-Up	3 May
UK	Burnout	Acclaim	Racing	3 May
UK	Dave Mirra	Acclaim	Sports	3 May
UK	Crazy Taxi	Acclaim	Racing	3 May
UK	Super Monkey Ball	Sega	Puzzle	3 May
UK	Sonic Adventure 2	Sega	Adventure	3 May
UK	ISS2	Konami	Sports	3 May
UK	ESPN Winter Sports	Konami	Sports	3 May
UK	Tarzan Untamed	Ubi Soft	Adventure	3 May
UK	Batman Vengeance	Ubi Soft	Adventure	3 May
UK	Donald Duck	Ubi Soft	Adventure	3 May
UK	Tony Hawk's 3	Activision	Sports	3 May
UK	NHL Hit 20-02	Midway	Sports	3 May
UK	Universal Studios	Kemco	Adventure	3 May
UK	2002 FIFA World Cup	EA	Sports	3 May
UK	Cel Damage	EA	Racing	10 May
UK	SpyHunter	Midway	Action	17 May
UK	Super Smash Bros	Nintendo	Fighting	24 May
UK	NBA Courtside 2002	Nintendo	Sports	24 May
US	Legends of Wrestling	Acclaim	Sports	28 May
UK	Gauntlet Dark Legacy	Midway	Adventure	28 May
Jap	Batman: Dark Tomorrow	Kemco	Adventure	May
Jap	Rune	From Software	Adventure	May
US	Batman: Dark Tomorrow	Kemco	Platform	May
Jap	Flippin' Kirby	Nintendo	Platform	May
Jap	Bomberman Generations	Hudson	Adventure	May
US	Spider-Man	Activision	Platform	May
US	Virtua Striker 3 ver.2002	SEGA	Sports	21 May
UK	Spider-Man	Activision	Adventure	7 June
UK	Pikmin	Nintendo	Fighting	14 June
UK	SSX Tricky	EA	Racing	14 June
US	Eternal Darkness: Sanity's Requiem	Nintendo	Adventure	24 June
US	WaveBird Controller	Nintendo	Accessory	24 June
US	WWF Wrestlemania X8	THQ	Sports	17 July
UK	Tetris Worlds	THQ	Puzzle	19 July
Jap	Mario Sunshine	Nintendo	Adventure	19 July
US	Lost Kingdoms (Rune)	Activision	RPG	July
US	Super Mario Sunshine	Nintendo	Adventure	26 August
US	Vexx	Acclaim	Platform	September
UK	Race of Champions	Activision	Adventure	September
UK	Galleon: Islands of Mystery	Interplay	Racing	September
US	Die Hard	Vivendi Uni	Adventure	September
Jap	Gold Star Mountain	From Software	Shoot-'Em-Up	September
US	Turok Evolution	Acclaim	Adventure	September
Jap	StarFox Adventures	Nintendo	Shoot-'Em-Up	September
US	Harry Potter: Chamber Of Secrets	EA	Platform	September
Jap	The Legend Of Zelda	Nintendo	Adventure	15 November
US	Metroid Prime	Nintendo	Shoot-'Em-Up	December
				Xmas '02

CUBE MOST WANTED

THE THREE GAMES WHICH HAVE GOT THE CUBE TEAM'S BLOOD BOILING WITH ANTICIPATION.

F-Zero takes the top spot after the recent announcements, and Resident Evil fever has hit the offices.



F-ZERO

With the news that SEGA is to be developing this title, our excitement levels have just got a whole lot higher. If its previous work is anything to go by, expect super-smooth frame rates.



MARIO SUNSHINE

This won't be out of the most wanted list until it's released! Sure to be nothing short of sublime, you can't call yourself a gamer if the prospect of playing this isn't making you howl with glee.



RESIDENT EVIL 0

The remake caused Martin to disappear for an entire weekend, and since returning he's not been quite the same... just mentioning the game is enough to make him shiver.



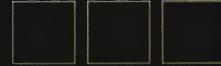
IN THE CUBE WITH...

DENIS DYACK

NAME: DENIS DYACK

POSITION: PRESIDENT

COMPANY: SILICON KNIGHTS



CUBE: Is it right that some of your employees have come from the film industry?

DENIS DYACK: Silicon Knights is trying to adopt traditional forms of media, and that does mean studying film, and it does mean reading a lot of books. We're trying to incorporate those linear forms into non-linear forms like computer games.

We have dynamic cameras, we have things that change depending on what the person does. If you look at *ED*, the graphics will grab you, and the controls hopefully make it very easy for you to sit down and go "this is easy to play". Beyond that, we've got this incredibly detailed, arcing story line, and people will realise that there is more to this game than meets the eye and they'll really want to find out what's going on here. I'm a big fan of movies such as *The Usual Suspects*, where content really plays over flash, special effects. That's the kind of target that we're going for. We're going to fool people, because what you see is not actually what's there. There's much, much, much more.

When the game launches we think that it's going to appeal to adults. People will say: "this is a mature game, but it's not because of the violence at all." Actually, the violence is minimal, but it is possible that we might get a Teen rating (15) on *ED*. We don't even care. We're bringing mature contents to the table, and we want people to think about things. We want people to think about evil – we have historically accurate periods, we go to times of the inquisition. We've researched this a lot, and we want that to show.

So yes, we do study film, but we're adapting it to our own medium.

CUBE: Are there any features, which couldn't go in the N64 version due to hardware limitations, which you've now been able to put in?

DD: Oh absolutely. The true vision of the game can now come through. With the N64 version we were getting frame rates of between 25-30fps (frames per second).

CUBE: For the N64, that's a great achievement though.

DD: Sure, for the N64 running in high-resolution, that was great. With the GameCube, we're running at 60fps in 24-bit colour. Load times are actually faster on the GameCube than they were on the N64 (!) We found that when we were play testing it we had to put an eighth-of-a-second delay in – because when the rooms switched so fast, they were cognitively shocked by the change. So we put a sound effect in, and a nice fade-in and said okay, this is better. People get too disorientated when you switch too fast. Ironically, the loading on the N64 is slower, despite the different medium. We use a lot of techniques to make sure that people never see loading times.

The number of polygons on the character models are now what we used to use for an entire render on the N64. Gameplay is pretty much the same, which is timeless in my opinion. The story didn't change at all. We can have more enemies on screen if we want to – by the time we get done with the optimising, we estimate that we will be able to get up to 15-20 enemies on-screen without dropping below 60fps.

GameCube is a hot machine. GameCube is incredible.



Nintendo prepares to scare you witless...

FOR YEARS NINTENDO has been seen as a kids' console manufacturer, and you can't blame Joe Average for thinking that, after all Nintendo itself has often said that its machines are toys aimed at children and the family environment. With the advent of GameCube (and probably due to the enormous success of PSone) Nintendo has seen the light and finally accepted that there is a huge audience for the more adult-orientated game genres. Results of this new-found awareness have already made themselves apparent, eg the *Resident Evil* series exclusivity, but more importantly in Nintendo's acquisition of developers known for their mature games. Silicon Knights became a second party developer specifically to work on the psychological horror *Eternal Darkness* and with *Too Human* coming in late 2003, the Canadian outfit look set to keep the content coming. Retro Studios is another example of Nintendo investing specifically with mature games in



FINAL THOUGHT...

RARE DOES A 'SQUARESOFT'?

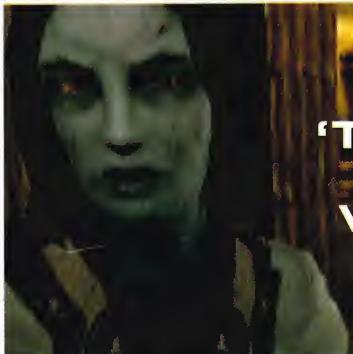


At CUBE we've been sorely tempted to ignore the whole 'Rare leaving Nintendo' situation, but the rumours are getting more intense as the months go on. Here's what we think.

Years ago Nintendo acquired a 49% stake in UK developer Rare. They went on to develop huge hits such as *Killer Instinct*, *Donkey Kong Country*, *Banjo Kazooie*, *GoldenEye*, *Blast Corps*, *Conker's Bad Fur Day* and *Perfect Dark*. It is currently working on *Sabre Wulf* (GBA) and GameCube titles *StarFox Adventures*, *Donkey Kong Racing*, *Kameo* and *Perfect Dark 0*. Let's face it – Rare got Nintendo through the N64 days and with SFA it will offer possibly the best game on the system to date. Nintendo knows this and the rumours that it is 'letting Rare go' verge on the ridiculous. Nintendo won't let it slip away, but if Rare wants to go then that's a different matter. In theory the Stamper brothers (Rare founders) could buy back the 49% share. There are also rumours that Nintendo will buy out Rare and the Stampers will leave. To be honest, there are lots of rumours and no facts. Whatever the case, something is happening between Rare and Nintendo, but no-one knows what. Neither company is saying anything, but it's unlikely that the rumours have stemmed from nothing.

The facts are: *StarFox Adventures*, *Donkey Kong Racing* and *Perfect Dark 0* will come to GameCube whatever happens between the two companies. As for the rest of it, we'll all know what's going on when the lid is lifted at this year's E3 show in May.

HANDLE IT?



"IT'S GOING TO APPEAL TO ADULTS. PEOPLE WILL SAY: 'THIS IS A MATURE GAME, BUT IT'S NOT BECAUSE OF THE VIOLENCE AT ALL.' ACTUALLY, THE VIOLENCE IS MINIMAL"

DENIS DYACK – PRESIDENT, SILICON KNIGHTS

mind (*Metroid Prime*). This public acknowledgement of a change in the market has led to other developers and publishers changing their views of Nintendo. Already there are several mature, third-party offerings in the wings, such as *Nightmare Creatures 3*, *Blood Rayne*, *Medal Of Honor* and PC port *Mafia*. After the success of *Resident Evil* and *Eternal Darkness* even more publishers will jump on board and, believe us, *Eternal Darkness* will be a huge success. The new screens from Nintendo are extremely impressive and to compliment them here's a quick update on the game that will drive you mad.

We've been going on about this title for months and finally it looks like the game is approaching the home stretch. Giving a whole new meaning to the term 'mature,' *Eternal Darkness* immerses you into a gaming environment where your entire perception of the world around you is questioned. After learning of her grandfather's mysterious death Alexandria Rovias travels to Rhode Island, but upon investigation she finds something truly horrifying. The true nature of the Earth's history is darker than anything you could ever imagine, and by experiencing 12 other characters' stories over a period of 2,000 years, Alex will learn to put her recent loss into perspective.

Every one of these individual experiences is like a game in itself, making for an adventure of epic proportions. Hundreds of man-hours of research have gone into getting the settings, weapons, mannerisms, beliefs and languages for each period

in time just right. This precision is shown off by a superb graphics engine and an impressive sound library. At the absolute minimum, *ED* boasts bump-mapping, radiosity lightmaps, ray-traced lightmaps, volumetric fogging, 24-bit colour and 640x480 resolution running at 60 frames per second. This results in incredibly realistic and atmospheric environments. What's most impressive is that, unlike *Resident Evil*, everything is modelled in full 3D – meaning that the environments are fully interactive. Animation has also been taken to the next level with character reactions working in real-time. Alex's eyes and head will follow an enemy, regardless of what direction she is facing in. Then there's the sound. Incredibly professional, multi-lingual voiceovers fill the game and will send chills down your spine.

It seems quite ironic that the machine accused of looking like a kids' toy will be host to one of the most mature games on the market.

CUBE



SUPER MONKE MBALY

"IF YOU CAN ONLY
AFFORD ONE GAME,
THIS IS THE ONE
TO GET HOLD OF!"

9.2/10 - CUBE



HEY PARTY ANIMALS!



Monkey Billiards



Monkey Bowling



Monkey Golf



Monkey Fight



Monkey Race



Monkey Target



www.infogrames.com

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SEGA

**NINTENDO
GAMECUBE**



DASHING

Apparently, Spidey has over thirty different combos to deal out arachnid pain. A new dash-type move has been introduced, enabling you to move much faster on the web.



The Spidey Sense Is A-Tingling...

SPIDER-MAN: THE MOVIE

CUBE**INFORMATION****SPIDER-MAN: THE MOVIE****DEVELOPER:** TREYARCH**PUBLISHER:** ACTIVISION**ORIGIN:** US**GENRE:** PLATFORM**PLAYERS:** 1

PERCENTAGE COMPLETE

**RELEASE DATES**

JUNE



TBA



MAY

Spider-Man: The Movie is due to explode onto the Cube. Will we succumb to its glossy web?

EVER FANCIED CLIMBING vertically up a massive wall hundreds of feet high, leaping off and then swinging indifferently amongst the heavens as you reach even further from safety to another erection of brick and mortar? Well, we certainly have and this is one fanciful daydream that we are anxiously waiting to embrace. Treyarch, the company responsible for the success of the licence so far, is kindly giving us the ability to indulge in this atmospheric intensity by bringing the videogame version of this summer's blockbuster movie to our favourite console.

From what we've seen of this energetic foray so far, it is looking very special indeed. One of the levels we've seen in action features a chase through the city where Spidey has to

Ooohh, he can get his leg up quite high can't he?



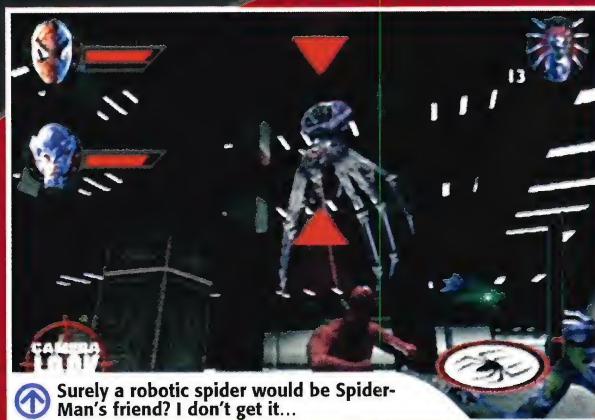
pursue the Green Goblin. This is visually stunning, coupled with clean texture work and an intense polygon structure; the imagery almost overwhelms. Pedestrians and cars move unaware of the struggle above and the draw distance isn't defaced by unnecessary fog. Being massive fans of Peter Parker and his efficacious spider strengths, we wait in excitable anticipation for its release in May. Until then, to satiate your enthusiasm, here are some screenshots and stills from the motion picture, which stars the superb Willem Dafoe, who assumes the role of the Green Goblin. At present, the game really looks the part – and if the gameplay can match the sheer quality of the eye candy that has been oozing from our screens for some time, we'll be happy.

CUBE

"ONE OF THE LEVELS FEATURES AN ACTION-PACKED CHASE THROUGH THE CITY WHERE YOU PURSUE THE GREEN GOBLIN"

AN INTRICATE WEB!**FALSE STARTS APPLENTY**

During post production of *T2* James Cameron pursued a personal interest in bringing the character to the big screen, with the main roles being offered to the likes of Keanu Reeves, Nicholas Cage and even Jack Nicholson. Unfortunately, due to masses of legal red tape the film never took off until Sam Raimi took over the reins. Let's hope the saying 'Good things come to those who wait' applies with both the game and the film.



Surely a robotic spider would be Spider-Man's friend? I don't get it...



The worm has turned...



The second the screens open you can blast your opponent with bullets, acid rain and... octopuses.



Whoever heard of a worm travelling the seven seas? Nonsense I tell you...

CUBE

INFORMATION

WORMS BLAST

PUBLISHER: UBI SOFT

DEVELOPER: TEAM 17

ORIGIN: UK

GENRE: PUZZLE

PLAYERS: 1-2

PERCENTAGE COMPLETE



AT-A-GLANCE

- FIRST GAMECUBE PUZZLER
- FRANTIC MULTIPLAYER ACTION
- MULTIPLE GAME MODES
- WORMS IN BOATS!
- WEAPONS GALORE

RELEASE DATES



31 MAY



TBA



JUNE

WORMS BLAST

Worms... in boats... with weapons. It's at times like this that you know the world is in perilous danger.

ONE GENRE THAT won't be covered for the European launch is the puzzle game, but that's where *Worms Blast* comes in. Just four weeks after the launch day the next episode in the worming saga will hit the shelves, bringing with it the usual gameplay values associated with the *Worms* franchise.

Worms Blast takes on the form of a *Bubble Bobble*-style game. Faced with a screen full of different coloured blocks, your character must fire coloured bullets at the blocks to remove them. Firing a red bullet at a red block will remove that block and other red blocks attached to it. Firing a red bullet at a blue block will turn that block red, as well as any adjacent blocks. If you remove a block, which is holding up other blocks, these blocks will fall down. The colour of the bullets is random and shooting an unwanted bullet off the screen will result in a heavy item (such as a fridge or a safe) falling on your head. Each character has an energy bar and knocking to the head will lower this bar. An empty bar means the loss of one life.

For the most part, *Worms Blast* is a multiplayer game, played either against the computer or a friend. In these modes the game is split vertically with a piece of wood, which occasionally slides open. You have to remove the blocks (as normal), but once the dividing wooden bit is open you can fire bullets at your opponent. Alternatively, you can use your weapons, which are collected by opening crates on the screen.

There is also a decent one-player mode available, which takes on a slightly different format to the multiplayer modes. Instead of simply going up against an opponent you must travel the *Worms Blast* globe, completing various tasks such as timed challenges, boss fights and accuracy tests.

Expect *Worms Blast* to provide everything you've ever wanted from a puzzle game when it launches at the end of the month.

CUBE



PREVIOUS

FROM THE MAKERS OF...

WORMS WORLD PARTY (DC)

- If you haven't got a Worms game yet, get this one. If you have... well, trade it in and get this one.

TOTALGAMES.NET RATING: 85%



"EXPECT WORMS BLAST TO PROVIDE EVERYTHING YOU'VE EVER WANTED FROM A PUZZLE GAME"

→ A game of Worms Blast can be turned around in seconds. Be on your guard!



TARGET PRACTICE

INCOMING! HUGE METEOR AT 2 O'CLOCK!

The multiplayer mode is where the fun really begins, and with it come a whole host of offensive and defensive items. By collecting the crates, which are locked within the block formations, you can pick up power-ups and select them for a limited time. Defensive items include Health-Ups, Shields, Fans and Speed-Ups. Offensive items are far more aggressive, as you might imagine. The Sea Monster sends an octopus to eat your opponent. Alternatively, you could send over a school of Piranha, a Meteor Shower or Acid Rain. Other weapons such as the Laser Blast are less direct but allow you to cut down entire sections of the block wall.



CHARACTER BUILDING

THOSE CRAZY CRITTERS

All of the characters have been taken from the Team 17 backlog, but not all of them are Worms related. As well as several Worms characters there are pigeons, angry moles, old women and even a cameo appearance from Super Frog! Each character has their own taunts, trademark phrases and stats, but it basically boils down to strength and speed. Certain characters simply won't be able to complete some of the Adventure mode challenges, but that will be a matter of trial and error.



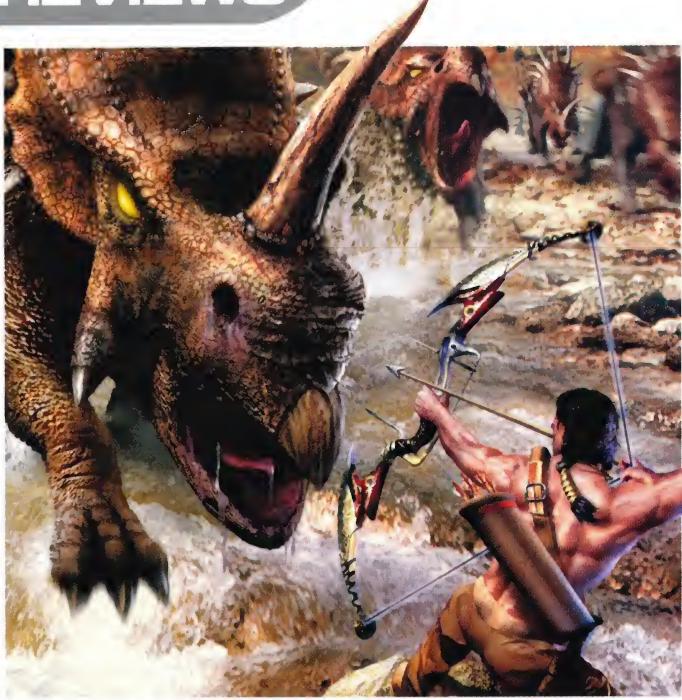
CUBE
THINKS...

FIRST IMPRESSION

- Being the only multiplayer puzzler on the market (no-one seems to know what has happened to Tetris Worlds) will definitely help Worms Blast, but from the looks of things it will hold its own with the best of the best. Don't let the pastel-coloured graphics deceive you - WB will have you hooked and it's one of those games that you won't want to stop playing in multiplayer mode.

CUBE

DID YOU KNOW... THAT ALL DINOSAURS WALKED ON THEIR TOES.



DINO-NET

If you simply cannot wait for the raft of exclusive info and interviews to be found in **CUBE** over the coming months, you could do a lot worse than checking Acclaim's newly launched *Turok Evolution* Web site (www.turok.com/evolution). There you'll find loads of images, info and even movies about the game.



The shooter with added bite!

TUROK EVOLUTION

CUBE

INFORMATION

TUROK EVOLUTION

PUBLISHER: ACCLAIM

DEVELOPER: ACCLAIM STUDIOS AUSTIN

ORIGIN: US

GENRE: FIRST PERSON SHOOTER

PLAYERS: 1-4

PERCENTAGE COMPLETE



RELEASE DATES



SEPT



TBA



SEPT



Development of Acclaim's dino-blaster continues apace and, as these screenshots show, it's going to be a monster!

THERE ARE FEW first-person shooters that evoke as much excitement as the *Turok* series. Though it is arguable that on the N64 the games were a little hit and miss, no-one could fail to be impressed by the original as it ably demonstrated the sheer grunt of the N64 whilst also championing more adult-orientated gaming on the 64-bit wonder.

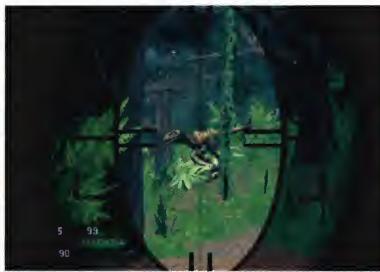
Five years on and the prequel is looking to do very much the same on the GameCube and though Acclaim is

remaining pretty precious (and with good reason) about the latest adventures of the Fireseed clan, every time a new piece of information is gleaned from them is cause for some celebration. This month we present to you these breathtaking shots with the promise that we'll bring you some exclusive new info and a massive In-depth when Acclaim finally lets us play it, which – we have been assured – will be very soon. It really will be worth the wait...

CUBE



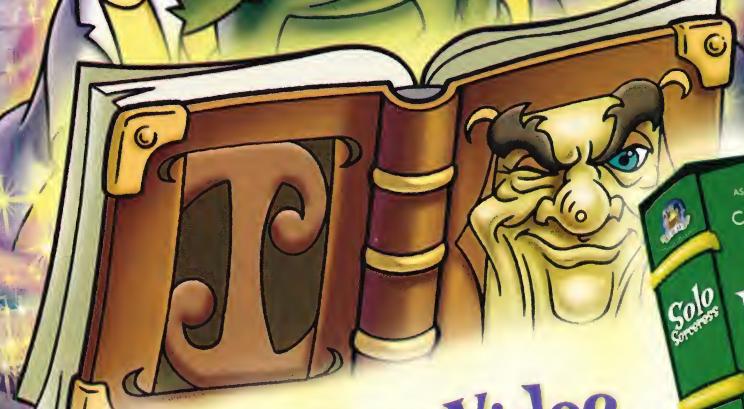
"THERE'S LITTLE DOUBT THAT TUROK EVOLUTION WILL BE ONE OF THE MOST IMPORTANT GAMECUBE RELEASES OF THE YEAR"



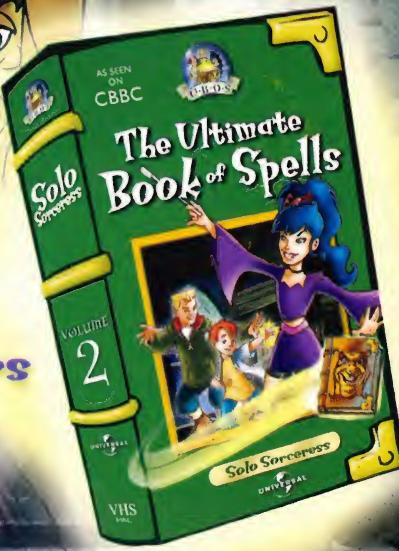
AS SEEN
ON
CBBC



The Ultimate Magic Video



Yours To Own on Video
Available From All Good Retailers



CUBE IN-DEPTH



SEGA SOC



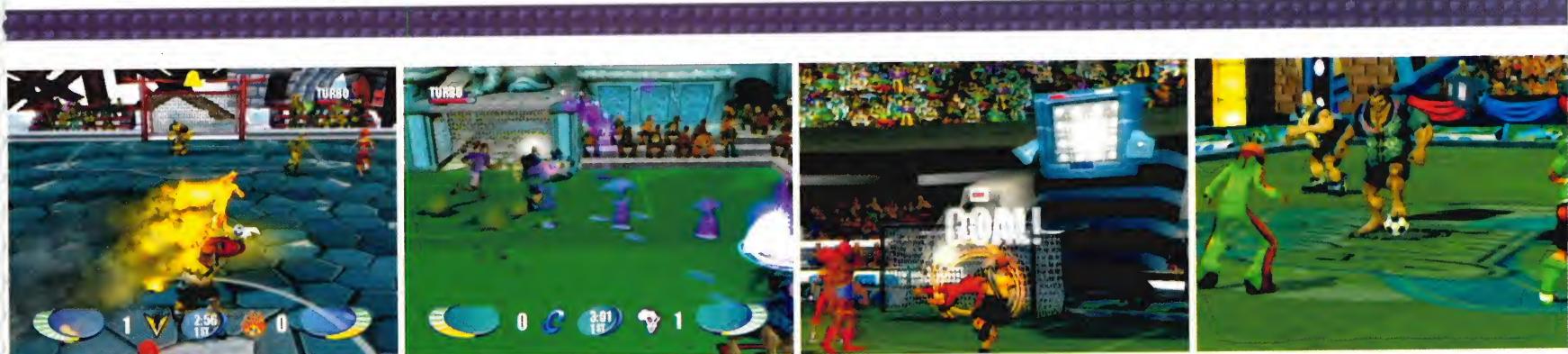
SEGA shoots... and it scores with a blinding new take on the football genre! Will sports games ever be the same?

WHILE MOST DEVELOPMENT companies are happy making simple announcements about their games, some choose to taunt and tease us. Take SEGA, for example – instead of coming out and telling everyone about its next GameCube title, it chooses to drip feed artwork on the unsuspecting press. The result? A bunch of hardened gaming hacks all desperately scratching their heads, trying to work out what SEGA had bubbling away in secret.

What could it be... a wrestling game? Certainly the picture of a hulking Mexican grappler seemed to suggest so. Then there was a robotic girl and finally a strange Dhalsim-esque voodoo bloke... at which point, we gave up trying to work out what on earth it could be, for fear of going mad.

Of course, that was several months ago and now we're all fully aware that the

"AN ARCADE-STYLE SOCCER GAME WITH THE EMPHASIS FIRMLY ON ACTION AND VIOLENCE. THE PHYSICS OF THE GAME ARE SPOT-ON TOO"



PREVIOUS

FROM THE MAKERS OF...

NBA 2K2

■ On the way to the GC from SEGA is this – it sticks to realism over arcade madness but we think it might still be nice...



TOTALGAMES.NET RATING: NA



MOVE INTO OVERDRIVE

TALK ABOUT GOING TURBO...

■ Hit the L Trigger when you've got a few points on your power meter and the player you're currently controlling will go turbo – effectively becoming super powerful and fast, while covering themselves in a fancy light. It's the best way of getting an easy goal...

CHEER FOR ME, BABY!

AND THE CROWD GOES WILD...

■ Whereas most sports games only offer a generic 'cardboard cut-out' crowd to watch the proceedings, all of the spectators in *Soccer Slam* are totally complete polygon models. Whoever said the GameCube wasn't powerful was obviously damn wrong!

MORE THE MERRIER

PLAY THREE AT A TIME

■ The three-on-three system used by SEGA *Soccer Slam* means that you can have all manner of combinations when playing with your friends – whether it's three players on one team or an even split between both teams, you're guaranteed a good time!

CER SLAM

game SEGA, Visual Concepts and Black Box Games (the folks behind *NHL Hitz 20-02*) were cooking up was *SEGA Soccer Slam*. Taking the popular sport of football as a base point and then throwing in elements from other sports – such as the violence of ice hockey and the showmanship of wrestling – SEGA has managed to come up with what could possibly be one of our favourite sports games on the GameCube so far. While *Virtua*

Striker 3 could be called an arcade-style soccer game, *SEGA Soccer Slam* really IS an arcade-style soccer game with the emphasis firmly on action and violence rather than the perfect physics of the sport... even though the physics in the game are spot-on too.

In fact, everything about the game oozes quality – from the wonderful animation on each of the characters (of which there are 18 to play with) and

commentary that covers each match to the stylish replays and, of course, the fancy lightshow that accompanies the more impressive shots on goal. It's usual for SEGA to polish every game it publishes before releasing it onto the shelves, but *SEGA Soccer Slam* seems to have received more polishing than most – a fact that shows in the quality of the final product. If only everyone else would pay attention to SEGA's shining example...

CUBE IN-DEPTH



ALL KILLER, NO FILLER'

POUND THE BALL HOME!

Obviously, the idea of any football-based game is to place the ball in the back of the net – after all, that's what football is all about. With this being a slightly twisted videogame though, it's not just a matter of kicking the ball and hoping that it slips past the goalie; if you want to storm ahead of your opponent, you'll need something a bit more powerful than a simple toe punt. Thankfully though, *SEGA Soccer Slam* provides you with the perfect chance to hammer the ball home while looking suitably flashy and special at the same time. It's all about mastering the Killer Kicks and Spotlight Shots...

While you can take powerful shots at goal by holding down the B Button or powering up your character with the L Trigger, the best way to take a shot is by performing a Killer Kick. By pulling off combos of passing, 'dekeing' and basic shooting, you can build up your power bar – when it's full, you can blast the ball into the air for a Killer Kick. Simply moving one of your players into the shooting zone and hitting the B Button initiates the Killer Kick; the whole game slows down in a *Matrix 'Bullet-Time'* style and you have a few seconds to pick your target before slamming the ball into the net. The same goes for Spotlight Shots, which are somewhat rarer – when a spotlight appears, you have to move the player with the ball into the zone before taking the shot. Impressive, eh?



Winning matches is the key to climbing the league – plus you get a great celebration from the team!



CONTINUED

Those of you that know us best will understand what it is we like when it comes to sports games. While technical flair and realism is to be commended, we're fully of the belief that games are meant to be games – if you want to play realistic football, go outside and kick one about rather than doing it virtually. That's why we're pleased that *SEGA Soccer Slam* goes down the 'fun over realism' route, taking such a well-loved (and yet too often done) concept such as football and morphing it into a non-stop roller coaster ride of thrills, spills and violence. Hey, if you can't do it in a videogame... well, when can you?

In the same way that *NHL Hitz 20-02* (which comes from some of the same people that *SEGA Soccer Slam* does) and *NBA Street* boiled down their relevant sports until only the hardcore basis remained, *SEGA Soccer Slam* takes football into a whole new dimension. By simplifying the sport, it's been made so much more fun – there are no rules or regulations to get in the way of the action, each team only has three players on it to keep things moving and there's more than one way to get the ball in the back of the net. Put simply, the only things that *SEGA Soccer Slam* has in common with football are the basics; a ball, two goals and a bunch of people fighting for control of all three.

"BY SIMPLIFYING THE SPORT IT'S BEEN MADE SO MUCH MORE FUN. THERE ARE NO RULES OR REGULATIONS TO GET IN THE WAY OF THE ACTION"



THERE'S NO 'I' IN TEAM

The six teams has three distinct players, each with their own personality and characteristics. With that said, we'd like to present you with our top five players in *SEGA Soccer Slam* – maestro, cue the Alan 'Fluff' Freeman music please...

■ AT NUMBER FIVE...

EL DIABLO (FROM EL FUEGO)

When we first saw this guy, we thought SEGA was making a wrestling game – he's big, mean and has muscles where most people don't even think of flexing.



■ AT NUMBER FOUR...

NOVA (FROM TOXIC)

Now that's a turn up for the books – a techno geek with sporting ability. Mind you, we doubt anyone will try to avoid hitting him just because he's wearing glasses...

■ AT NUMBER THREE...

KAIMANI (FROM SPIRIT)

As happy out on the water as he is out on the pitch, Kaimani has the ability to 'see' into the future with the help of his spirit guide. Of course, he usually sees himself scoring...

■ AT NUMBER TWO...

DANTE (FROM VOLTA)

A man after our own Chandra's heart... he loves himself and spends as much time touching his hair as he does putting the ball in the back of the net. Ah, God bless him.

■ AND AT NUMBER ONE...

HALF-PINT (FROM SUB ZERO)

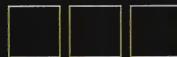
Well, he's British and wears hob-nailed boots so that's a good start. With his punk haircut, violent attitude and love of his mum though, there's no doubt he's our star player.



In typical SEGA style though, *SEGA Soccer Slam* has that hook that means you can pick it up and play it for a few minutes or several hours without getting bored – the different modes of gameplay manage to offer enough variety to fulfil whatever you're looking for. Want a quick blast around the pitch? Then try an Exhibition match. Fancy something a bit more substantial? Well, there's always the Quest mode, which can be compared to the World Circuit mode of *Virtua Tennis 2* on the Dreamcast – several matches, interspersed with challenges and special All-Star games to break up the action. Believe us, there's plenty to be getting on with here...



IN THE CUBE WITH...



EDOARDO DE MARTIN

PRODUCER, BLACK BOX GAMES



CUBE: How was the work on *SEGA Soccer Slam* divided between yourselves and Visual Concepts?

EDOARDO DE MARTIN: In a nutshell, Visual Concepts and SEGA take care of the marketing and selling of the game while we are solely responsible for the building of the game, although Visual Concepts was instrumental in shaping the vision of the game. We took that vision and basically designed and built the game from the ground up. Throughout the process of building the game, we communicated regularly with Visual Concepts, discussing the game's direction. We also worked together with Visual Concepts in testing the game during the approval process.

CUBE: Where did you get your inspirations and ideas for the different characters in the game? Also, who's your favourite character and why?

EDM: The ideas for the characters came from the team. We went through quite a few meetings to flesh out the characters, then handed off those ideas to our writing team who developed them even further. Once we had the concept for each one, we developed the 2D art and this serves as the inspiration for the modelling, texturing and facial and game animation. There really was no one single point of inspiration, but rather a culmination of ideas that have resulted in what you see today. My favourite character has to be Angus... I love the way he runs!

CUBE: Some people have been a bit critical about the various stereotypes portrayed in *SEGA Soccer Slam* (even though we think there's nothing wrong with poking a bit of fun) – what do you have to say to these cynics?

EDM: We have not heard any negative feedback regarding these stereotypes, so that's news to me. All we were trying to create were fun and memorable characters... it's all pretty innocent. Being Italian/Canadian, my family and I really enjoy watching Dante's goal celebration in the game... it's all fun!

CUBE: With SEGA's reputation for great games being so huge, you must have been under a lot of pressure to come up with something special. What was that like to deal with?

EDM: Certainly, there is a great deal of pressure; SEGA and Visual Concepts have extremely high standards and an endless list of successful games under their belts. It has always been our mandate at Black Box Games to be a company known for building great games, so we are not strangers to this type of pressure... in fact, we welcome it.

CUBE: Is there any truth to the rumour that *SEGA Soccer Slam* is going to be a cross-platform game and, if so, will the GameCube version remain the definitive version or are you planning to make improvements for other versions?

EDM: In this industry, anything can happen. We definitely want to improve what we have, so we are always looking for opportunities to do that.

CUBE: This is the second game that Black Box Games has developed for the GameCube (with the first being *NHL Hitz 20-02*). From a development point of view, what do you think of the GameCube?

EDM: We really enjoyed developing on this platform. As you can see with *SEGA Soccer Slam*, we were really able to push the limits of the system so that we could balance great artwork and a solid frame rate.

CUBE: You're obviously on a roll... what's next on the cards for the GameCube from Black Box Games?

EDM: I am not at liberty to say! However, I will say to stay tuned for another Black Box Games title on the GameCube later this year.



FASHION VICTIM

THE CLOTHES MAKE THE MAN

As you make your way through the Quest mode to win the Continental Cup, you'll earn cash from every game that you win (as well as from the various mini-games that appear during the first half of the league). While it's always nice to have a bit of spare dough in your back pocket, there's really only one thing to do with it in *Soccer Slam* – spend, spend, spend! Head for the Soccer Shop and check out the goodies on offer for you to buy... they differ depending on the team you're using and each relate to an individual member of the squad. When you've got enough money together, you can purchase the item of your choice – not only will it boost the abilities of the player it relates to, but they'll also wear it with pride! Shin pads, helmets, medals, voodoo masks and all kinds of other crazy things are there for you to buy, so make sure you pick up as many of them as you can!



"THE DEVELOPER HAS CERTAINLY WORKED HARD TO MAKE SURE THAT EVERY TINY DETAIL OF THE GAME IS PERFECT, IT FEELS SPOT-ON FROM THE START."



SPIT AND POLISH

As you'll be able to tell just from looking at the screenshots of *SEGA Soccer Slam*, the developer has certainly worked hard to make sure that every tiny detail of the game is perfect. So much care and attention must have gone into the smallest thing, because it all comes off feeling spot-on from the start – something that a lot of games these days are sorely lacking. It's football, but done the SEGA way; fast, fun and totally frantic!

FOOTBALL À LA MODE

Being a SEGA sports game, there are loads of different modes for you to try your hand at – whether you're playing with mates or on your own, you'll always find something to suit your mood.

EXHIBITION

Ideal for people who just want to have a quick kick about, especially if you've got your friends round for a gaming session. There's even a Quick Start function if you don't want all the hassle of picking teams and stadiums.

QUEST

The meat and potatoes of the game is the Quest mode – a full-on season of 13 games against all the other teams for the Continental Cup. As well as the main matches, there are also challenges and bonus games to help you earn extra cash.

TOURNAMENT

With the opportunity to have up to six people playing in the tournament, this is the perfect mode for those of you with lots of gaming mates. Pick your team and then duke it out for the title, respect and chance to show off to your friends!

PRACTICE

If you want to polish up your playing skills or get the hang of performing Killer Kicks and Spotlight Shots, you'll need to get into the Practice mode. Every skill is on offer to practice, so it's handy for less skilful players.



CUBE
CUBE THINKS...
FIRST IMPRESSIONS.

■ SEGA has a reputation for coming up with the goods and, not surprisingly, *Soccer Slam* is no different – once again we're treated to a game packed full of action, characters and all those other magical touches that make SEGA games so special. We love this one... when it hits PAL shores, you're going to love it too.

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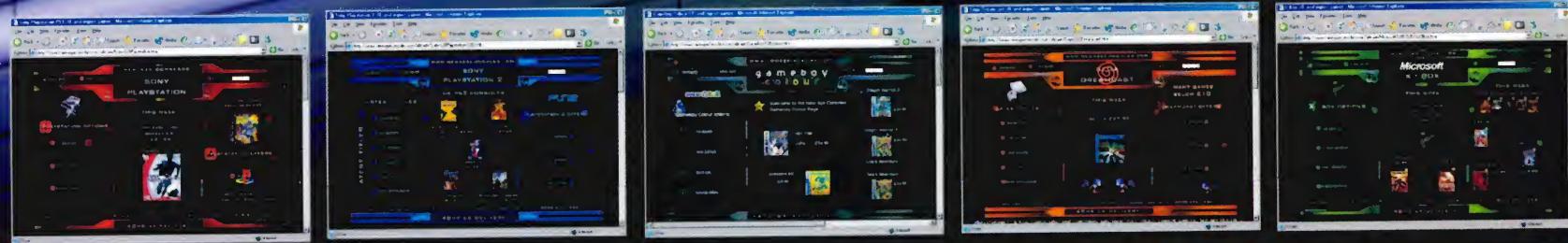
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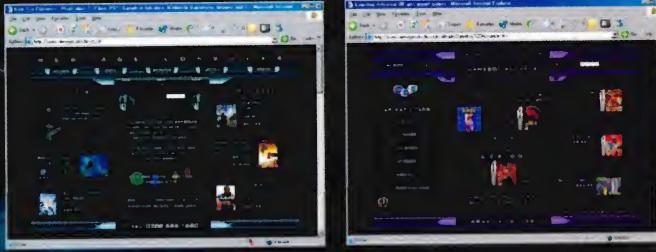
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G/boy Colour



G/boy Advance



Playstation 1



Playstation 2



X Box : OH YES



Dreamcast



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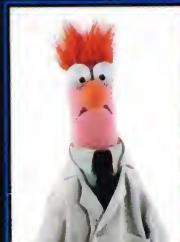
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DONT BE A MUPPET !!

NEW AGE CONSOLES IS

THE UK'S NUMBER 1

CUBE

REVIEWS

ISSUE 814

EDITORIAL

AS A LOT OF YOU will be reading these pages for the very first time this issue, we thought it was about time we lay down some review ground rules... so here goes.

Put simply, the reviews that you'll see in these pages tell it like it is; if a game's great then we'll happily sing its praises but if it's not up to scratch, we won't beat around the bush. The writers on the team are all hardcore gamers that have been raised on games - we're not here to pander to what various PR people want, but rather to tell you what to spend your hard-earned cash on. After all, we're fully aware of the fact that you have to cough up for these games: that's why one of the most important questions we ask ourselves is 'Is this game worth £40?'. It's really does make all the difference...

So there you go - hope we're all a little clearer on just how unbiased we are. Ultimately, we've only got your best interests at heart; otherwise, we wouldn't be able to sleep at night. Honest. ■ MARTIN MATHERS

We've painstakingly gone over all of the GameCube launch titles, as well as the important ones out in the first month... all in our mammoth feature!

Star Wars: Rogue Leader	20
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LAUNCH
GAME
BONANZA!
STARTS ON
PAGE 20!



CUBISTS

Ah, the **Cube** team... like the Partridge family, but without all the singing and 70s haircuts.

SIMON PHILLIPS



IS: A bit of a superstar DJ
ISN'T: Sure which bit he is
THIS MONTH: Simon's adventures into the world of DJ stardom continued unabated as DJ Lips took his first booking - no doubt the people at the old folks' home appreciated his range of phat beats and wicked tunes.

GARY ADAMS



IS: The new kid on the block
ISN'T: A floater... honest
THIS MONTH: We welcome new boy Gary to the fold with open arms... or we would if it wasn't for the fact that we don't want him to touch us in any way. He's the new slave of the Cheating Monkeys - someone has to be.

MARTIN MATHERS



IS: Feeling suitably refreshed
ISN'T: Complaining any less
THIS MONTH: Mart made the most of his sunshine-filled holiday time... by sitting at home, looking after his cat and playing games. Not just any games though - they were Xbox and PS2 ones. Burn the traitor!

CYRA COOMBER



IS: A big fan of cous-cous
ISN'T: A natural red head
THIS MONTH: The only girl we know who owns a house big enough to sleep more than two people was thinking about decorating. Try as we might though, she won't be convinced to let us do it for her... hey, we're just as good as *Changing Rooms*.

CHANDRA NAIR



IS: Free and single, ladies
ISN'T: As hairy as he looks
THIS MONTH: Mr Nair celebrated his birthday with a night out in local Bournemouth - supposedly the most happening place on the south coast. Of course, that all depends if you enjoy bingo or not, doesn't it?

DAWN ROBERTS



IS: Succumbing to our will
ISN'T: Up for making the tea...
THIS MONTH: Dawn has been slowly coming to the fact that she has to shout, scream and punch us in various places before we'll do any work for her to design. Cor... it took a whole month to work that out for herself? Blimey.

DARREN MAYES



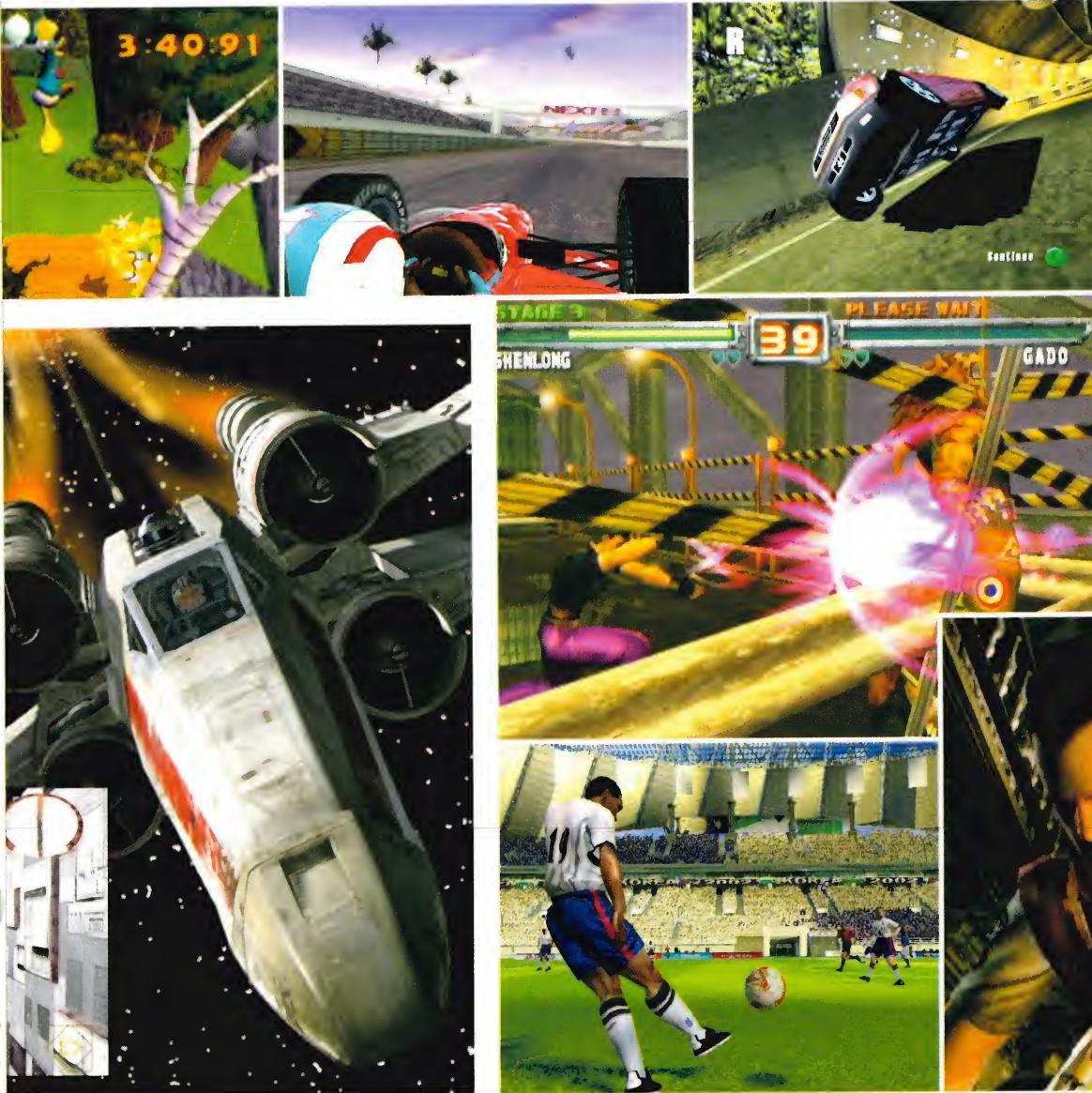
IS: A man of mystery
ISN'T: Related to Austin Powers
THIS MONTH: All the ladies in the office swooned as Darren joined the team - apparently, there's something about him that they all love. Maybe it's that hidden can of pheromone spray that he likes to keep in his pocket...

STEPHANIE PEAT



IS: The Red Adair of Design
ISN'T: Available for autographs
THIS MONTH: Forum favourite and all-round darling Steph stepped in at the last minute to make sure that the mag left the building on time. Do we appreciate her efforts? Not nearly enough - just don't tell her we said that!

100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



WHAT DOES IT ALL MEAN?

If you're feeling a bit daunted by all the information we've got on offer, don't panic – it's pretty easy to find what you need once you know where it all is...

INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher/developer and some vital bullet points summing it all up.

COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here; you'll be needing this to make up your own mind...



BOX OUTS

If you want the finest information on what the game's all about or hot tips on some of the tougher bits, the wide selection of box outs are ideal for you.

2ND OPINIONS

If you're still not 100% sure whether you're going to take one expert's opinion, you'll find not one but two more snippets of advice right here.

ALTERNATIVES

Obviously not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

THE BREAKDOWN

Sure, every game gets a rating but do they really mean anything? Of course they do – here's a detailed look at what we're saying in those all-important numbers...

RATING 9.0

9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals – give us a bit of credibility here, okay?

RATING 7.5

7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

RATING 5.0

5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk; with 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing...

RATING 2.5

2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

RATING 0.0

0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but believe us – it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!

BIOHAZARD

Yes, it's the game you've all been waiting for. No, it's not exactly the same as the original. Yes, it'll have you cacking you pants more than a night out on the curry. Believe us, if there's only one game you get for the GameCube... it's got to be this one.

BLOODY ROAR: PRIMAL FURY

Take a bunch of people who can change into animals, stick them all in a pit and let them fight until only one remains standing – yep, that's *Bloody Roar* for you. It's a bit like dog or cock fighting... but without the legal issues, obviously.

BURNOUT

Ooh, a racing game with a difference – you'll spend more time worrying about avoiding a massive ten-car pile-up than you will getting to the finish line. Tons of cars, tons of tracks and tons of action: just what we want from a racing game...

WORLD EXCLUSIVE BIOHAZARD REVIEW PAGE 86

Welcome back to the world of survival horror...

BIOHAZARD

CUBE

INFORMATION

BIOHAZARD

PUBLISHER: CAPCOM

DEVELOPER: IN-HOUSE

PRICE: £69.99

ORIGIN: JAPAN

PLAYERS: 1

STATS

- BASED ON THE PSONE ORIGINAL
- IMPROVED GRAPHICS AND SOUND
- LOADS OF TOTALLY NEW PUZZLES
- ZOMBIES, HUNTERS AND MORE
- COMES WITH FREE MEMORY CARD

RELEASE DATES



biohazard

CAPCOM

JAPAN

2001

CAPCOM

JAPAN

RESIDENT EVIL MOVIE IS ALREADY IN THE WORKS.



A SIGHT FOR GORE EYES

EWWW, NASTY!

If you've never experienced a *Resident Evil* game before and aren't quite sure what to expect, let us point something out to you right now – this is one scary game. Even if you have been through some of the previous games before though, we assure you that the action is a fair bit stronger than you might be used to.

A perfect example of how far the game has come from the original in terms of gore is the opening cut-scene. Once taking the form of a badly acted FMV sequence with virtually no gore, we now have a fully rendered movie featuring such delights as a pilot with his eyes torn out and a man being ripped to pieces by undead dogs right in front of you. There's also the scene where you first meet a zombie – going one step further than before by actually letting you see it tearing strips off one of your dead comrades, it's all a bit nasty... but we love it all the same.

Rumour has it that the US and PAL versions of the game will see a number of edits regarding the gore level (although Capcom hasn't confirmed this). Therefore, if you want to see everything in all its uncut glory, you might have to think about importing the Japanese version...



DANGER! DANGER!

A minor touch (but one we love) is the change of the Life Monitor – it now takes the form of a constantly moving needle that fluctuates depending on how healthy you are.

AND THEN THERE WERE FIVE

THE CAST AND CREW

CHRIS REDFIELD

The eponymous hero of the story, Chris was probably the bloke that everyone loved at school because he was good at everything. Now out to kick some zombie arse and escape Umbrella's secret headquarters, his adventure is somewhat tougher than the one Jill experiences.



JILL VALENTINE

The ideal pick for those of you that need to be broken into the game gently – Jill has more inventory spaces, is better at solving certain puzzles (which makes them easier) and even starts her adventure with a gun. Of course, she's weaker than Chris so you'll have to be careful.



ALBERT WESKER

Speaking with a deep voice and wearing those sunglasses (even when he's indoors and it's dark), Albert is certainly a dodgy character. While those of you who are experienced with the series will know exactly what he's up to, we won't spoil the story for everyone else...



REBECCA CHAMBERS

Just as Jill has Barry, Chris has Rebecca... although whether that can be taken as a good thing is another matter. She might not be especially good on the piano (trust us, it'll make sense) but put her in a room full of medicine and she'll happily cure all your wounds for free. How nice.



BARRY BURTON

No longer sporting his trademark big, red and bristly beard, Barry now looks much more like the hard-but-kind special agent he's supposed to be – rather than a mad Scotsman. Watching out for Jill is what he does best, although lately he seems to have something else on his mind...



Don't You Open... Those blasted doors are still there between every scene, only now they're for suspense rather than to cover up the dodgy loading times...

© BIOHAZARD



LESSONS IN SELF-DEFENCE

(OR HOW TO STOP YOURSELF DYING)

While the fact that you're armed to the teeth with all manner of assorted weaponry means you're not exactly harmless, there are times when you just can't help but get hurt. Zombies (and other monsters, naturally) have a habit of jumping out at you when you least expect it, usually resulting in you taking a bit of a knock. Now though, there's a safe way of dealing with these pesky beasts – well, the zombies anyway – in the form of Defence Items. As you wander around the mansion and other areas of the game, you'll discover a variety of items – depending on which character you're controlling; both can carry daggers, while Jill uses a stun gun that needs batteries to recharge from and Chris carries hand grenades. Even if you're carrying just one of these items, you're protected from a single attack – when a zombie attacks you from the front, your character will automatically use it. The resulting effect, however, depends entirely on which item you've got equipped... you might have a few seconds to leg it or wind up finishing them off for good. The dagger, for example, repels a zombie long enough for you to make a quick getaway but the stun gun will drop them to the ground, giving you the chance to burn them to a crisp. If you're really looking for something impressive though, try the hand grenade. Just shove it in an attacking zombie's mouth, back off and blast him with a single handgun bullet to splatter his head across a ten-foot radius... lovely.

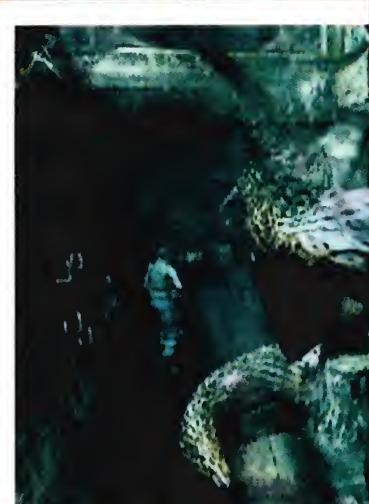


**"PUT SIMPLY,
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IT TO BE ALL
ALONG - ONE
OF THE
SEVERAL
GAMES ON
THE
GAMECUBE
THAT YOU
MUST OWN
ON PAIN
OF DEATH"**



And There's More: Finish the game once and all manner of goodies await you – like new costumes for each character and extra difficulty modes.

CHRIS HAS A NEW COSTUME!



Ah, we've been here before – but there's no ladder now.



MONSTER, MONSTER!

Ah, so many monsters and so little ammunition – if you want to make it out of the mansion in one piece, you'll have to work out the best way to get past all of Umbrella's little pets...

ZOMBIE

If you're a regular *Resident Evil* fan, then these guys are your bread and butter. They stagger, they moan and they'll take a big chunk out of your neck if you give them half a chance. Blow their brains out, quick!



REDEAD ZOMBIE

Now, you need to make sure you finish zombies off by either blowing their heads from their shoulders or dousing them in petrol and tossing a match. If you don't, they'll come back badder than ever!



CEREBUS

Although not too tough to take care of, you might find yourself in trouble when facing a whole pack of these hell hounds at once. Try to pick them off from a distance... they can be really nasty up close.



TARANTULA

We're not normally scared of spiders, but in this case we'll make an exception – especially because we doubt anyone's got a glass big enough to trap this one under. Big, hairy and particularly horrible.



HUNTER

They were damn nasty in the original (and all throughout the *Resident Evil* series) so their return makes us both happy and downright terrified. Maybe this time they'll be a bit friendlier... or maybe not.



LISA TREVOR

Yes, that's a bit of a strange name for a monster... but she's the reason why this whole mess has happened. Originally experimented on by Umbrella to create the T-Virus, she's the missing link in the RE games...



CHIMERA

Small, but perfectly malformed – that's the Chimera. Looking like they've been turned inside out, these little buggers can crawl across the ceiling and drop on your head... before tearing it off, that is.



TYRANT

The baddest of the bad, this guy is the ultimate in zombie life forms and, not surprisingly, he's also a real pain in the arse to kill. My, what a big claw he has – all the better to impale us with, we suppose...



BURN BABY, BURN!

You need to find petrol and a hip flask if you want to be able to burn up those zombie corpses; just take care how much you use because the petrol reserves don't last forever...

NEW AND IMPROVED

Thanks to the power of the GameCube (and plenty of hard work on the part of Capcom), this new version of *Biohazard* is more than just a basic upgrade. If you've been following our coverage over the past few months, you'll know that the biggest improvement is the graphics; every single location has received a serious face-lift to intensify the frightening atmosphere and make them look as real as possible. As you'll be able to see from our comparisons, you'll hardly recognise many of the rooms around the mansion... not to mention the ones outside.

It's not just the graphics and sound that have made the massive leap to the GameCube. Those of you thinking that you've already been through the original on the PlayStation – meaning you don't have to bother with this one – will be in for many surprises as the GameCube version contains many new areas, monsters and puzzles to solve. In fact, Capcom claims that around 70 percent of the action in the game is new; having played through one side of the game (Chris's adventure), we can confirm that as the truth. This makes *Biohazard* ideal for both newcomers to the series (because this recap on the first game is absolutely breathtaking) and fans who want the familiarity of the original, combined with something new to keep them interested.

OLD GAME

BEFORE



NEW GAME

AFTER



SPOILER ALERT!

LOOK AWAY... NOW!

So, you're currently thinking of holding your copy of **CUBE** upside-down in front of a mirror... you are desperate to find out all the inner secrets of *Biohazard*, aren't you? Well, in that case we can hardly turn you away – here's just a few of the totally new puzzles that you can look forward to in this new version of the original game...

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LIVING IN A BOX

Obviously, you can't carry everything at once – that's why these handy Item Boxes can be used to store things for later. Still, we can't work out how they can teleport items around...



Now, if you'd have paid attention and looked in the mirror, you would have seen him coming... keep your eyes open in future, Jill!

COMMENT

So, the game that we've all been waiting for has finally landed... was it worth the wait? Well, if we said anything else but a massive 'yes', we suspect there'd be a whole bundle of disappointed readers – but thankfully, that isn't the case. Instead, Capcom has released what can possibly be considered the best game out on the GameCube so far; even surpassing the efforts of mighty Nintendo. We never thought we'd see the day...

Basically, everything that was good about the original game (the story, the monsters, the sheer atmosphere) has been brought over, before being polished and altered to create something truly amazing. Obviously, we all know that the graphics have been revamped but that's just the half of it – the fact that around 70 percent of the actual gameplay has been tweaked and fiddled with in some way as well gives the game a totally fresh feel that a lot

of updated conversions fail to offer. The animation on each character is also superb, with them doing all the things you'd expect them to do as opposed to what they did in all the other games; everything from actually moving their feet when turning around and running cautiously down steps, to handling weaponry like a pro. Sure, there are a few gripes that the most cynical people in the office pointed out (like the fact that Chris and Jill still run on the spot when they're facing a wall) but it's hardly anything you could consider capable of ruining the atmosphere.

Of course, we're looking at the Japanese version of the game here so, as has happened in the past, you'd expect us to bring the score down slightly because of the language barrier. Surprisingly though, there's very little of the game that actually requires you to read the text – while you'll find numerous files scattered around, few of them are actually necessary to make



STRATEGY

IF AT FIRST YOU DON'T SUCCEED...

Mmm, gory. Blasting zombies results in a mess of blood and guts – although getting a head shot means you'll need to wash your shirt...
... check, check again – or something like that, anyway. In all the *Resident Evil* games so far, you've had the ability to 'check' items in your inventory by selecting them and then spinning them around at your leisure. Having the ability to zoom in and inspect them from every angle was a nice touch, but one that got very little use when it came to the practical side of the game (virtually none in the earlier games, with a few examples in *Code: Veronica*). In this newest episode of the series though, you'll need to make sure you examine every item you pick up in minute detail – more often than not, you'll find something you might have missed if you hadn't bothered. Boxes can be opened by rotating the lid around to face you, books can be leafed through to find out if there's anything inside them, keys can be rotated to see what emblem is on the back (which dictates the doors they open)... the possibilities are many. If you find yourself in a situation where you know what to do but can't do it, make sure you've checked everything you've picked up along the way – you might not be able to see the wood for the trees...



"CAPCOM HAS RELEASED WHAT CAN BE CONSIDERED THE BEST GAME OUT ON THE GAMECUBE SO FAR; EVEN SURPASSING THE EFFORTS OF MIGHTY NINTENDO"

progress. In turn, a large majority of the puzzles are fairly straightforward and need more logical thought than they do an understanding of the language. Those of you with experience in this type of game will have little trouble working out the methods required for solving each problem (although that doesn't necessarily make them any easier).

Put simply, *Biohazard* is what we expected it to be all along – one of the several games on the GameCube that you must own on pain of death. It's got plenty of replay value (because you'll always miss a few things on the first couple of times around, plus there are two different stories to play through) and the sheer magnitude of how much better this is over the rest of the series is something that'll keep you amazed for ages. Get it if you're a fan, get it if you're not... it's that simple.

MARTIN

CUBE VERDICT

• NO ARGUMENTS... YOU ABSOLUTELY HAVE TO GET HOLD OF THIS GAME.



VISUALS

We knew it was going to look great, but actually seeing it in motion is something totally different.



AUDIO

A perfect compliment to the action, with surprises around every corner. Try playing through headphones...



GAMEPLAY

Scarer than a night out with Chandra, *Biohazard* will have you on the edge of your seat every minute.



LIFESPAN

It's tougher than ever – the zombies just won't die and the puzzles will have you scratching your head.



ORIGINALITY

Although it's based on the original game, there's plenty new here to keep both fans and newcomers happy.

BIOHAZARD

ALTERNATIVE

RESIDENT EVIL - CODE: VERONICA

The first next-gen *Resident Evil* title and one that does the series justice – it's not as scary as the original, but still manages to offer a decent challenge.



ETERNAL DARKNESS

Obviously meant as a contender to the survival horror crown, *Eternal*



Darkness is still set for a June release in the US. Here's hoping it can match *Biohazard* toe-to-toe...

OPINION

PANT-WETTING! "Oh... my god. Gorgeous, atmospheric, masterful – this really is what you bought a GameCube for."

CHANDRA

MMM, LOVELY! "The atmosphere and style will undoubtedly re-ignite interest in the series."

KEITH

FINAL SCORE

9.5

THE MOST HIGHLY RATED GAME IN CUBE SO FAR... DO WE REALLY HAVE TO SAY ANY MORE?



SEGA WAS RESPONSIBLE FOR THE FIRST 3D FIGHTING GAME –



Eighting's debut GameCube title goes for the punch...

CUBE

INFORMATION

BLOODY ROAR: PRIMAL FURY

PUBLISHER: ACTIVISION

DEVELOPER: EIGHTING

PRICE: £64.99

ORIGIN: JAPAN

PLAYERS: 1-2

STATS

■ 60 FPS WITH NO SLOW-DOWN

■ SIX NEW ARENAS

■ TWO NEW CHARACTERS

■ HYPER-BEAST TRANSFORMATIONS

■ 3 MEMORY BLOCKS REQUIRED

RELEASE DATES



BLOODY PRIMAL FURY

Transformers – more than meets the eye! Transformers – robots in disguise! Is there more to meet than eye candy in this transformer? Read on...

ONE THING THE

N64 lacked: fighters. Sure there was *Smash Brothers*, but if you were looking for a serious fighter, there really wasn't much choice. The GameCube is just out over here – and this problem has already been amended.

Bloody Roar: Primal Fury is an update of the PlayStation2 game *Bloody Roar 3*. However, unlike other games out there it's more than just a simple port. Boasting vastly improved graphics, an ultra-smooth 60 frames per second running speed and tons of new characters, it demonstrates a company making a genuine effort to take advantage of higher-spec hardware. Others should take note.

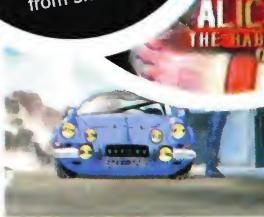
Happily, the actually gameplay lives up to its conversion standards. Despite lacking in the depth found in more established fighters, *Bloody Roar: Primal Fury* is a complete blast to play. The storyline is ridiculous, but that doesn't matter – dishing out some of the most painful-looking moves devised and visuals that melt your eyeballs does in this game.

Initially, it plays like any other 3D fighter you could care to mention, but (providing your Beast Gauge is topped up enough) a quick tap of the X Button soon changes this. Immediately your character transforms into a salivating beast. Tapping Z after this event will cause even more havoc, as your character takes on a 'Hyper-Beast' form. A twist to the left or right and then pressing B will now unleash a devastating series of blows that leave the opposition floored. Problem? This takes some of your energy too – an excellent addition to the formula.



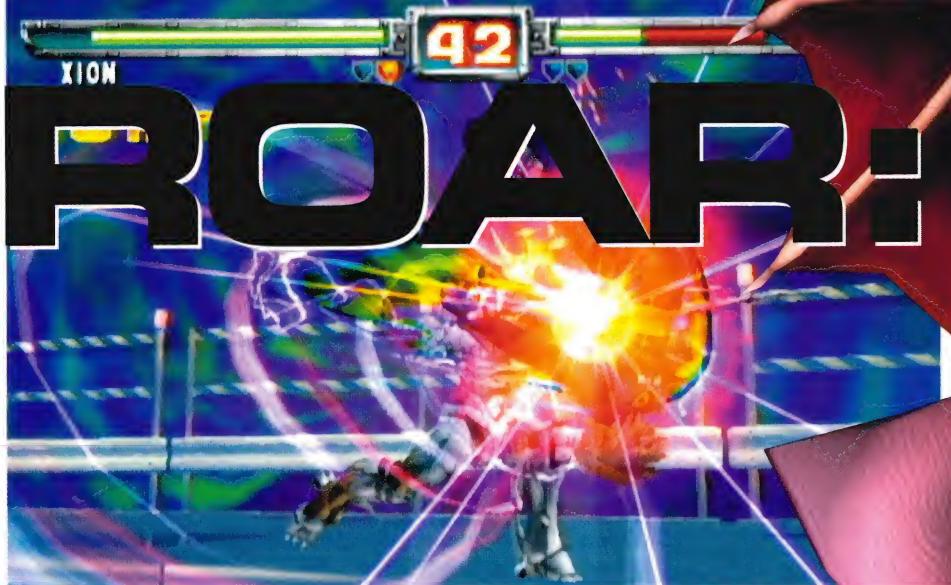
NICE
THREADS!

Pressing Y on the Character Select screen will give you the option of another costume. Alice here bears more than a passing resemblance to Nazomi from *Shenmue*.



VIRTUA FIGHTER.

POETRY IN MOTION: If you finish a player off with a Beast Drive the screen will go all swirly, similar to finishing with a Super Art in *StreetFighter 3*.



DAMAGE REPORT

If you look at the energy bars, you will see different colours. Green is the amount of energy you have, blue is what you can build up and red is the energy that has been taken off.

When you hit somebody in their human form, the amount of energy you take off is deducted, but in blue. Their energy will now gradually fill up to this blue limit. The only way to stop this is to hit them again, causing the limit to reduce. This encourages a more aggressive style of fighting, and helps prevent 'turtling,' the action of hitting somebody and then constantly blocking. Of course, when in various beast forms, these rules change considerably.

It is an excellent idea, but is not implemented often. With some fighters it would ruin the balance (*Virtua Fighter* springs to mind) but most are crying out for this. Well done to Eighting for including this gameplay element.



"THE CHARACTER TEXTURES ARE AWASH WITH DEEP GREENS AND BLUES, RICH GOLDS AND REDS. THE VIBRANCY IS MARVELLOUS"





Outringer: The option for ring outs is here – meaning that the multiplayer aspect of the game soon turns into name-calling slag-matches instead.



ANIMAL FARM

There are a total of 12 characters to choose from – not including secret ones – and each one has his or her own beast. For instance, Alice will turn into a bloodthirsty rabbit, Jenny into a gothic bat and

Gado into a lion. Whilst they have their advantages in strength, their slower pace and lower jumping actions counter the advantages effectively. Stay human with superior speed and a more varied set of moves? Or change into a hulking beast, roaring and spitting at your enemy as you slowly lumber

towards your opponent, before hurling them into the ground, stamping on their chest, crying your battle cry to the heavens? It's not the deepest of tactical decisions, but for the fast-paced style of the game it proves to be enough variation to make the multiplayer that little bit more edgy.

BEASTS IN DISGUISE

The more moves you perform, the fuller your beast gauge becomes. Once completed it will be replaced with the words 'BEAST CHANGE!' Now is your chance to take out your opponent in style. Whilst in this mode, you do not get any extra moves. Instead, your energy bar gradually fills, you take less damage, you jump lower and you pack a meaner punch. Every character has a different animal, unique to them, that they change into; you can stay in this form for as long as you can avoid sustaining too much damage.

Alternatively, pressing A+X+Y or Z will cause you to enter the Hyper-Beast form. In this mode you can start another move at any stage of the previous one, so combos are a lot easier to pull off, you can perform Beast Drives (flashy moves unrivalled in strength) and your energy bar fills up at a faster rate than it would in normal beast form. However, entering this form without having your Beast gauge flashing will cost you health, so be warned.



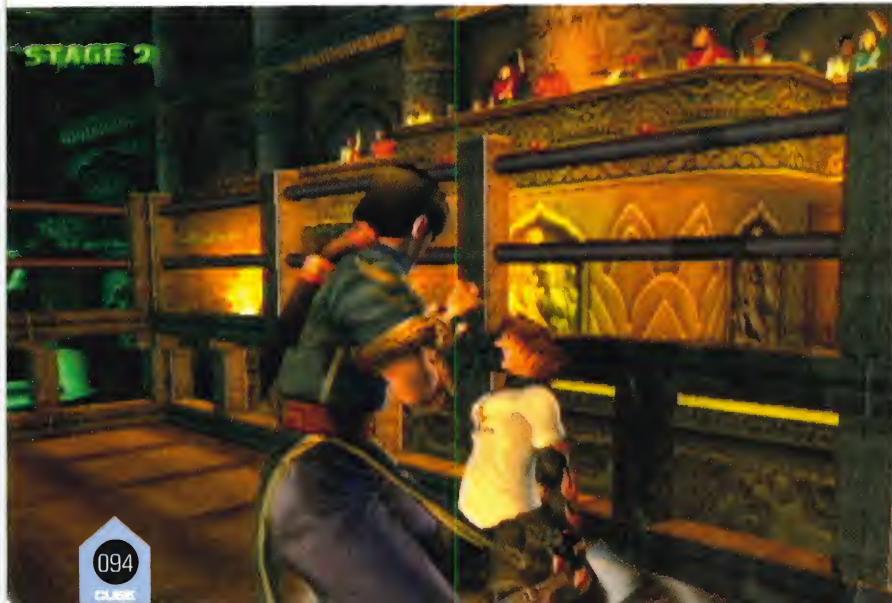
COMMENT

The first thing that strikes you about *Bloody Roar: Primal Fury* is the speed. It certainly rattles along at a fair old pace – a constant 60fps, in fact. Another is the style. It's full of colour; the character textures are awash with deep greens and blues, rich golds and reds. The vibrancy is marvellous. The eye candy doesn't stop there either. The garments of the characters flutter and ripple in the wind, and the animation of the character movements is very graceful. Make no doubt about it, *Bloody Roar* is a good-looking game.

But how does it play? Well, it would be a lie to declare that this title had any depth to it. The simple fact is that the majority of characters act in the same manner. The majority of the moves are rather easy to pull off, a lot of the time

being based on kick, kick, punch, punch-type combos. This is all well and good for multiplayer – it means that you don't need to grab game-fanatic friends to enjoy a few rounds – but it also means that the player who likes to delve further into the mechanics of a game will be left feeling unsatisfied. The characters Long, Shenlong and Uriko go some way to amending this; they have a moves list that asks for certain moves to be linked to others in order to be performed effectively, but there is nothing the experienced fighting fan would find especially interesting or challenging there.

It would be unfair to dismiss *Bloody Roar* because of this though. It is a fighting game aimed at the people who enjoy a quick slug – and so far their only choice on the GameCube has been *Smash Brothers*. Whilst not quite up to that



PRACTICE MAKES PERFECT!

One thing included in the game is a very cool Training mode. Here you are let loose on a static opponent. Every command you input is displayed, so it is easy to see what damage certain moves are capable of. Other displays show you: the base damage, which is the damage incurred from your last successful attack; the combo damage, which is the same as above but includes combo bonuses; total damage, which (as the name suggests) shows how much you have taken from your opponent in total and, finally, max combo, which shows you the amount of hits that connected in the longest combo that you performed.

This is very useful, as if you are having trouble on a particular move you can see which area you are going wrong in exactly. You can also practice your Beast Drives here.



"IT DEMONSTRATES A COMPANY MAKING A GENUINE EFFORT TO TAKE ADVANTAGE OF HIGHER-SPEC HARDWARE - OTHERS SHOULD TAKE NOTE"

I SEE THE LIGHT!
The lighting effects really are outstanding in this game. Sometimes there will be so many flashes and flares on screen that it will feel as if your brain is melting.



standard, it has a totally different vibe to it, making it a worthy alternative.

Presentation wise, *Bloody Roar* doesn't disappoint. All of the menus and front screens have a polished sheen to them that is reassuring; and while the music is the standard beat-'em-up affair, it rarely grates. You wouldn't be listening when playing with friends anyway, the jeering and shouting that replaces it is a much more fun alternative.

At the end of the day, *Bloody Roar* is a beat-'em-up that shows the GameCube offering a more varied line up of software than the N64 ever did, and is well worth your money on launch day. Just don't expect to still be refining a Zen-like ability at in a year's time.

GARY

VERDICT

BLOODY ROAR: PRIMAL FURY

FAST, ADDICTIVE AND EXTREMELY ATTRACTIVE - DON'T UNDERESTIMATE THIS.



VISUALS

A little basic at times, but otherwise absolutely fantastic. Explosions of light in abundance.



AUDIO

All the grunts and groans you could wish for in a fighter. Typically cheesy music is the expected. No complaints.



GAMEPLAY

Basic, but enjoyable despite this. Flash moves can be brought out with just a few hours play under your belt.



LIFESPAN

One-player won't last long, but the multiplayer should keep you coming back for more for a wee while yet.



ORIGINALITY

It's a one-on-one fighting game. Even the PS2 is more original!

ALTERNATIVE

SUPER SMASH BROTHERS MELEE

The only other beat-'em-up on the GameCube at the moment, and pure Nintendo gold. Surprisingly similar in gameplay mechanics.



FIGHTER'S DESTINY

The best choice for traditional fighting on the N64. The basic gameplay was disappointing, but a novel points system was quite innovative.



OPINION

GRR!! "Fun gameplay, but it's dragged down quite a bit by hi-res, N64-esque graphics."

CHANDRA

GRRRRREAT! "Okay, so it's a bit of a button-basher but in the end, that's all it needs to be..."

MARTIN

FINAL SCORE

7-0

WILL KEEP YOU OCCUPIED FOR A FEW HOURS, BUT THE LACK OF ANY DEPTH MEANS IT GETS OLD QUICKLY.

CUBE REVIEWS

BURNOUT



DID YOU KNOW: THE CHEMICAL FORMULA FOR NITROGLYCERINE IS

"THE EXTRA PROCESSING POWER, GRAPHICAL TRICKERY AND SUPERIOR CONTROL MECHANISM HAVE DONE WONDERS FOR CRITERION'S RACER"

Crash 'n' Burn In Style

BURNOUT

CUBE

INFORMATION

BURNOUT

PUBLISHER: ACCLAIM

DEVELOPER: CRITERION GAMES

PRICE: £39.99

ORIGIN: UK

PLAYERS: 1-2

STATS

- FIRST SERIOUS GAMECUBE RACER
- ULTRA-REALISTIC CRASHES
- HI-OCTANE RACES
- INTELLIGENT TRAFFIC SYSTEM
- CROSS-COUNTRY SHORT CUTS

RELEASE DATES



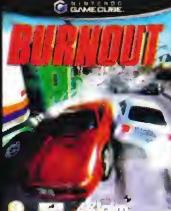
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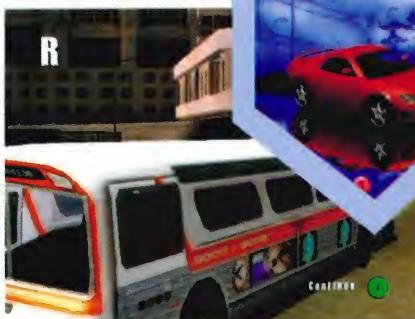
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OUT NOW



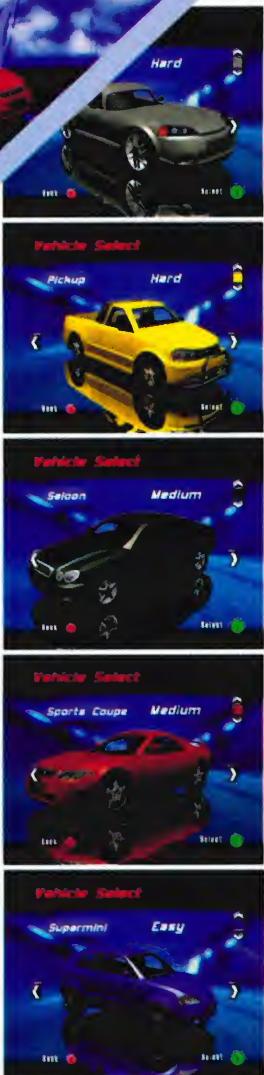
LOOKING GOOD: The car models aren't as nice as the ones found in something like *Project Gotham* on Xbox, but they still look great.



BACK END OF A BUS

A SMALL, BUT PERFECTLY FORMED, SELECTION OF VEHICLES

Burnout initially offers you five different vehicles to choose from, with other more original offerings turning up later on. Criterion doesn't hold any official car licences, so the cars are all fictional (although you'll recognise what they're supposed to be). *Burnout* takes a novel approach to vehicle selection in that the more impressive cars won't necessarily make your race any easier – in fact, they'll make it harder for you to progress. The Supermini is a nippy little car capable of making quick adjustments. Other cars, such as the Muscle, have higher top speeds but don't handle as well – in a game like this handling is paramount, so to start with you'll be using the Supermini the whole time. Playing the game with the bus or the truck may be entertaining, but you certainly won't be winning any races. These vehicles are more suited for racking up the crash points.



CRASH FEST

STUFF WINNING - THERE ARE MORE IMPORTANT THINGS TO DO

Despite the aim of the game being to come first, there are other aspects of the game that will occupy your time. One of these is the ability to earn money for crashing. The more outrageous the crash, the higher the reward – and *Burnout*'s incredible crash engine allows for some decidedly satisfying results. Huge dents in your motor, glass shattering everywhere and smoke pouring from the bonnet. Not only can you crash and burn, but you can also cause multi-car pile-ups and completely block up the road for the people behind you. As soon as you crash you get a quick replay (which can be saved to your memory card) after which you continue the race with your car miraculously fixed.

The bigger the car the more impressive the crashes, and it's the promise of great crashes that will make you strive to obtain the secret vehicles in the game. At the end of each race your total reward will be added to the high-scores list.



THE ROAD IS LONG

Burnout's tracks draw way into the distance and the developer hasn't had to sacrifice the level design to fit in with hardware limitations.



Guildford-based Criterion Games proves that anything the PS2 can do GameCube can do better...

IF YOU LOOKED at the potential European launch line-up back in December, it would have lacked one very important genre: the racing game. Okay, so *XC3* was there, but it's a futuristic racer and there were no signs of ANY serious racers on the horizon. Then, out of the blue, *Burnout* turned up. One of the few racers to approach the graphical quality of *Gran Turismo 3* would be coming to a GameCube near you and very soon. As it happens, the development team had the game up and running on GameCube hardware inside of five days. This has meant that the remaining allocated development time has been used to improve the game above and beyond the PS2 version, and boy does it show. The PS2 game is gorgeous enough as it is, but the extra processing power, graphical trickery and superior control mechanism have done wonders for Criterion's racer.



SPOT THE DIFFERENCE

DAZZLING SPOT EFFECTS THAT ACTUALLY AFFECT THE GAME

Most racing games throw in spot effects for good measure, but in *Burnout* they can be used to your advantage. Taking short cuts or clipping a dusty sidewalk will see dust flying everywhere, but as well as looking nice it will also completely blind your opponents. Thick plumes of dust/smoke will make it impossible to see any oncoming traffic and the chances of crashing become dangerously high.

As well as dust there's the usual sun, lens flare and even a wet tarmac effect, which is reminiscent of *Gran Turismo 3*. Even more impressive are the real-time bodywork reflections, which appear to reflect all the scenery around you. Very nice indeed.



SPLIT-SCREEN MAYHEM: *Burnout* offers a fantastic two-player mode, with no loss of detail whatsoever. Races can turn around at any point.



"THERE'S NOTHING MORE SATISFYING THAN NUDGING A CHALLENGER INTO THE PATH OF AN ONCOMING 18-WHEELER"



TURBO REVIVAL

It's all very well racing around like a madman, but if you want to progress in the game you'll have to start winning. Every crash will set you back a few seconds, so avoiding the traffic is a priority. Even if you get ahead of the pack, one crash could ruin everything, but there is one way of putting some space between you and the hounding opposition.

At the bottom of the screen is a turbo meter. Every time you have a near miss, perform a slide or drive in a particularly daring fashion, the meter will fill up. Once it's full you will have access to a 'Burnout' by way of the R Trigger. Using the entire bar without crashing will see it instantly filling up again – the bar can be filled a maximum of three times in a row before you have to build it up again.



COMMENT

One of the main features of *Burnout* that really hits you from the word 'go' is the handling. It is simply gorgeous. The GameCube's unparalleled analogue joystick combines with a lot of time and effort on Criterion's part to create something unbelievably good. As soon as you start playing you'll think 'wow, this feels really nice.' The game's handling is based on classics such as *Ridge Racer* and *SEGA Rally*, and the sliding is a perfect combination of the two. You soon learn that the precision controls are essential if you're to weave in and out of the traffic at over 100mph, and we're talking lightning fast reactions here. Countless games boast stupidly high top speeds, only to end up feeling like 40mph. *Burnout* does well to create the illusion of speed,

and that's before you get anywhere near the Turbo button.

The main aim of *Burnout* is to race against three competitors on public roads, thus competing with other traffic for space on the road. A spectacular crash engine sits underneath the main game and a lack of skill (or sometimes just plain bad luck) will see you colliding with cars, buses, trucks or bits of scenery. You can, of course, use this feature to your advantage, and there's nothing more satisfying than nudging a challenger in the path of an oncoming 18-wheeler. The Z Trigger 'look over your shoulder' option enhances the fun further.

Overall, the conversion has been handled very well, proving that anything the PS2 can do GameCube can do better. Still, there are some areas where we might have hoped for a little more.



THE LITTLE THINGS

ACCURATE ENVIRONMENTS MAKE YOU FEEL RIGHT AT HOME

This is one of the main areas where *Burnout* completely trounces other games like *Driven*. As well as boasting intricate textures and an impressive draw distance, *Burnout*'s tracks have bucket loads of extra details, which are superfluous to the standard gameplay experience, but which really add to the realistic feel of each track. Objects such as fences, barriers, traffic

lights, telephone cables, electricity pylons and reflective water all appear, and they're not just dodgy bitmaps either, all boasting decent texturing. In fact, the traffic lights play a significant part in the game. The traffic obeys the Highway Code for the most part and a quick glance at the lights will let you know roughly what to expect from that particular junction.



CUBE VERDICT

BURNOUT

A MUST-BUY FOR ANY RACING FAN



VISUALS

Not ground-breaking, but a smooth improvement on the already pretty PS2 graphics.



AUDIO

Nice tunes but, because it's been ported, the sampling frequency of the sound effects is lower.



GAMEPLAY

Fantastically playable boasting that rare 'gotta play it again' feel, if something goes wrong.



LIFESPAN

Plenty of options to keep you happy. Could have been more tracks and bonus cars though.



ORIGINALITY

Adds a welcome new twist to the racing genre and one that will keep it head and shoulders above the rest.

ALTERNATIVE

DRIVEN

Slightly different in style, but it's still an arcade racer. Good fun for a while but not a touch on *Burnout*'s graphical trickery and precision handling.



OPINION

CRASH 'N' BURN! "Fast, furious and everything about racing games that we love... bring on the burn, baby!"

MARTIN

SMASHING! "Really good fun and leaves you gagging for more... more tracks that is..."

GARY

FINAL SCORE

8.5

A SUPERB ATTEMPT FROM CRITERION GAMES. HI-OCTANE RACING TO SATISFY YOUR DESTRUCTIVE URGES.

The initial selection of five vehicles increases slightly when you complete certain tournaments. Buses and trucks are good fun to play around with, but it would have been nice to have some more sports cars to choose from. The same can be said for the tracks count. The five standard tracks can be played in reverse, with slight alterations, at different times of day and with wet tarmac. This allows for completely different experiences, but a few more standard tracks and real-time weather is what we would have liked. Perhaps Criterion will utilise the technology further with its next GameCube offering. Don't let these niggles put you off, though. *Burnout* is, without a doubt, the answer to every GameCube racing fan's dream. Bring on the sequel...

CHANDRA

NETWORK

CUBE

ISSUE SIX



Take part in the world's
biggest GameCube magazine!

If it isn't a review, the latest news or a preview, chances are that you'll find what you're looking for here. We're still very much developing this section so keep 'em peeled as changes are a coming!

YOUR LETTERS

VIEWPOINT

102 Rants on the Forum, badly spelt texts on the mobile and a wealth of emails and letters – here's the choicest cuts.



SUPER SMASH BROTHERS MELEE



106 Nintendo's near-flawless beat-'em-up gets the full work-out by our gaming gurus.

CHEATING MONKEYS

104 Scouring the games world like, er, the simians that they are, the Cheating Monkeys are back with yet more cheats, hints and gaming expertise.



ADVANCE

116 If handheld gaming is your thing then this is the place for you. We review the latest games from the world of GBA – don't buy a game without reading this first!



STUDIO EYE

120 This month we break from tradition and speak to SN Systems, the people behind some of the finest development tools for the GameCube. Without these people, GameCube games wouldn't be so amazing.

HORIZON

Now that it's finally here, **CUBE** magazine revels in the glut of PAL releases. To find out exactly what we'll be revealing in issue 7, you'd better be checking out these pages...

BACK ISSUES

If you don't want to miss out on the best GameCube magazine on the planet and you want to save money, we seriously recommend that you subscribe to ensure that you never miss an issue (page 128). More details, and a lovely form to fill in can be found on these pages!

IN CLOSING...

It's not that he's any less of a man than Mario, but Luigi has always played second fiddle to his better-known brother. We chart the highs and lows of the star of *Luigi's Mansion*.

page 122

page 124

page 130

CUBE

VIEWPOINT

ISSUE 514

THE PRAISE, THE ANGST, THE COMEDY... IT'S JUST ANOTHER SELECTION OF THIS MONTH'S ENTERTAINING MAILS...

There's hardly a moment when you guys don't get in touch – be it on the phone at 4:00pm (you know who you are) on the forum, via email or good old-fashioned snail-mail. Keep 'em coming!

GET IN TOUCH

Come on then, join in the fun! There are loads of ways to get in touch with us so there's absolutely no reason not to.

EMAIL

Drop your question in to us via email at CUBE@paragon.co.uk.

LETTER

CUBE Magazine, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS

SMS TEXT

We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866620761.

PHONE

Call the CUBE team any time between 4pm and 6pm weekdays on 01202 209342

FAX

Or send your letter by fax on 01202 299955.

NINTENDO NERDS

DOUBLE DUTCH

(E) MAYBE YOU SHOULDN'T call the headline 'going dutch' but 'laughing at the dutchman'. By the time you read this e-mail I probably hanged myself on the tree in the backyard or jumped off the balcony. I am 16 and spend all my life playing Nintendo, thinking Nintendo, and being Nintendo. So I like Nintendo, and real Nintendoids (nerdy word) don't laugh at other Nintendo fans (sounds better). But in this case, I think it is a little humorous. Enough complaining, cause it probably won't help anything.

I've got a few suggestions about your magically designed magazine.

- 1: Why don't you give us each month a few pictures of who are candidate for being printed up on the front of the mag. Then we can vote by e-mail which one will be it (issue's 4 front was a bit childish).
- 2: Try to involve readers as much as possible by voting for anything, writing letters, sending tips and letters, and a special Nintendo-stuff trading page would also be needed.
- 3: Continue making appointments with King Miyamoto and respect him...and me of course.
- 4: Place this e-mail, otherwise you will be

LETS TALK ABOUT THAT

TXT LIFE

We want your text!

(E) Are they going to bring out conker's BFD 2 on the GameCube? CUBE: We hope so!

I think Miyamoto should remake a Zelda title like Majora's Mask for the cube using the original graphics planned rather than the cartoonish ones. CUBE: He does not think so...

(E) UR MAGAZINE ROX. IM SICK OF MAGZ THAT OVERRATE GAMES. GIU UZ MORE PICS OF WUWFX! ROLL ON MAY!

CUBE: We're sick of magazines that overrate themselves...

(E) I found the GC 4 £150....it took me 5 mins to find it from an independent store, I'll

stress all the time and with e-mails like this atleast you have something to laugh about. It has a good effect on the mag. You know!

ps the Dutch soccerplayers in the UK are really good eh? Especially Van the Man, this is how you call him right. He played with the team where I work...Heerenveen! Greetings, HANS WIELSTRA, VIA EMAIL

CUBE: What? To be continued, no doubt...

DICTIONARY CORNER

(E) HI THERE, JUST writing in response to one of the letters in issue 4 of **CUBE**. The letter in question is titled Join The Club! The thing that's concerning me is that you guy's don't appear to have a proper grasp of what THE CUBECUMBER is trying to say when asking that you: 'keep running lots of proper gander.'

While you may well be correct in thinking that he/she actually meant propaganda, which of course would be very fitting in that context (i.e. Publicity intended to spread ideas or information that will persuade or convince people.). I think that in fact he/she may be meaning something quite different. I don't know where THE CUBECUMBER is from but if it's north of the border you'll find that we speak a lot of slang up here. In

Scotland that is...

Let me break it down a little for you: Proper. Meaning, appropriate or suitable. Gander. Meaning (in slang), to look at, check out or view.

So, what I think THE CUBECUMBER may have been trying to say was, keep running lots of suitable/appropriate material for us to look at. (i.e. not the stuff he/she referred to as 'dinosaurs, basketball and nothing much at all').

I may of course be the one who's wrong here and if so then yes, it was too humorous and should no way have been edited. Thanks for your time. Great Mag. and keep up the good work.

SEAN GALLAGHER, VIA EMAIL

CUBE: Er, thanks for that but as a Northerner I am well aware of the alternative usage of the word 'gander' but in this instance I am pretty sure that you are wrong...

NO 1 FAN...

(E) SICK OF ARGUING with your friends over which console is superior? I know I am! Until around a week ago, I hadn't had much ammo to back up my love for Nintendo. That was until I grabbed a copy of Issue 2 of **CUBE** and read the section titled 30 Reasons to Buy A

(E) PLEASE, stop showin pictures of 'Resident Evil' it's killin me. I know ur just tryin to keep us upto date, but you've shown it every issue I NEED TO PLAY IT.

CUBE: Sorry, we can't help ourselves...

Hi is it true that metal gear solid

2 will be coming out on gamecube?

CUBE: If rumour is to be believed then yes, having said that, you'll probably be able to watch the whole thing in your local cinema before long. Please, no more ridiculously long exposition FMV sequences...

(E) IS THERE NEWAY I CAN PLAY MY GBA GAMES ON A TU SCREEN?

CUBE: Yes, but it costs £90 and it involves invalidating your guarantee...



The **CUBE** SMS texting service is brought to you courtesy of Orange. For more information on Orange's range of wirefree™ games log on to...



www.orange.co.uk/multimedia

Point your browser in this direction for the opportunity to air your views about all things Nintendo – it's like your very own online community!

www.totalgames.net/forum

Topic: WIN STUFF!!!

posted 27 March 2002 05:14 PM

Right. We are working on the issue that will be out just before launch at the moment and we are trying to change a few things, add a few bits to CUBE to make sure it's spot-on.

So, what's missing from CUBE?

We know about Import charts and we've heard about text length (which we have to some extent sorted). But what else is missing?

We'll dish out some prizes to the best suggestions... and no 'add a controller diagram' is not a suggestion...

Rgds,

Simon

Post	User	Date	Time
Resident Evil sells 104,000 copies in its first week	Dracula	1	28 March 2002 03:57 PM
Dixons not crap fact!	cubeguy	18	28 March 2002 03:55 PM
What? What? What?	GamecubeRocks	0	28 March 2002 03:52 PM
another off topic... Pepsi or Coke?	Metrod	30	28 March 2002 03:42 PM
MIYAMOTO DOESN'T CARE ABOUT US ZELDA FANS	djquickfinger	2	28 March 2002 03:22 PM
The Xbox - What's so wrong about it?	VENOM_OVERLOAD	12	28 March 2002 03:19 PM
Need Your Help For The Mag Guys and Gals!	Chandra@CUBE	1	28 March 2002 03:13 PM
SEGA dropping Nintendo... er, F-Zero anyone?	Mart@CUBE	17	28 March 2002 03:08 PM
WIN STUFF!!! Pages: 1 2 3	Simon@CUBE	116	28 March 2002 02:51 PM
I THINK I HAVE THE RIGHT TO SAY THAT MARIO SUNSHINE LOOKS AND SOUNDS SHITTY! YES???	djquickfinger	4	28 March 2002 02:46 PM
Pal Campaign?	me677	1	28 March 2002 02:39 PM

The debate about the price of the GameCube has raged on the Forum. Why don't you join in?

When the Xbox was released they were shocked themselves by its sheer size, price and the fact that it's been crashing (no new news there for Microsoft) and scratching game discs! This is not a good way to launch a console, sure it sold units (not as many as GameCube) but it's really a bad experience for all, and when this sort of word gets around, it's damaging to Microsoft's reputation (who cares). Then came the good part. I got stuck into them. They had nowhere to run. For years I was told the N64 is Poo, and Mario is for kids (along with all N64 gamers) and that we have no decent racing games compared to GT1, 2 & 3, and that Nintendo just plain sucked. Now, I reminded them that many developers such as Rare are committed to Nintendo, plus Capcom and Squaresoft are developing for Nintendo. Also, Resident Evil is now on Cube, plus

there are so many ports of many games which are available on all consoles (i.e. Burnout, Crazy Taxi) which all perform better on the GameCube! So there, I said. It's not over yet. There are going to be hundreds of games out there for the GameCube, and the future looks bright. I personally don't care about these other games etc, I am just a Mario and Zelda freak. Give me new versions of Zelda, Mario, Banjo, Mario Kart and Mario Party, and I will be more than satisfied, because if 20 years of gaming has taught me anything, and it has, it's that it takes something very special to last 20 years (I am referring to both Nintendo and Mario)

and it's not going to be easily replaced.
P: Please publish this letter, it's not everyday I dedicate so much time to writing and expressing my thoughts about computer games, it's usually all about business.
PAUL BARBARA, VIA EMAIL
CUBE: Well, thanks for the kind words. We're not necessarily going to agree with you regarding the Xbox – that's your opinion and the whole thing about scratching and crashing, as far as we are aware, is rumour. However, for lovers of Nintendo games and gaming in general there is much to rejoice with the advent of the GameCube.

"MY NAME IS PAUL AND I AM 26-YEARS-OLD, I AM A PROFESSIONAL ACCOUNTANT"

CUBE

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CUBE

ISSUE SIX

CHEATING MONKEYS



Loads for the cheating monkeys this month. They're getting excited over the UK launch, but that hasn't stopped the usual influx of cheats, so here you go!

DAVE MIRRA FREESTYLE BMX 2

Miracle boy Mirra certainly has plenty of tricks up his sleeve. Beat him at his own game with these particular ones.

ALL OBJECTS IN THE PARK EDITOR

In the main menu, press Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, and B. A sound will indicate you have entered the code correctly.

ALL THEMES IN THE PARK EDITOR

Once again, on the main menu press Up, Left, Down, Right, Down, Up, Down, Right, Left, Left and B. You will hear a sound if done correctly.

UNLOCK EVERYTHING

At the main menu, press Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down and B. This will unlock all bikes, all levels, all sponsors and the riders Mike Dias and Amish boy.



BLOODY ROAR

This violent thrasher contains a few secret characters and modes for you to discover. Of course, you could always read below to find out how to get them...

SD KIDS MODE

Finish the game three times in a row to unlock the Super-Deformed Kids mode.

ACCESS KOHRYU

Start a game in Arcade mode and play without losing a single round. You should fight against Kohryu on your fifth match. Carry on until the end of the game and you will have him available to you.

ACCESS URANUS

To unlock Uranus, complete the Time Attack mode in less than 20 minutes.

ACCESS CRONOS THE PHOENIX

Finish the game twice to unlock this character.

ACCESS GANESHA THE ELEPHANT

Finish the game twice to unlock this character.



CUBE

GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

LIVE CHEATS HOTLINE!

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Calls cost £1.50 per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill, before calling. Operating hours seven days a week, from 8am till 11pm. If you have any queries call the customer helpline on 0870 739 7602.

GAUNTLET: DARK LEGACY

 Getting bored with the basic characters and weapons on offer with this hack 'n' slash extravaganza? Maybe these codes below will help add some spice. Just input them as a new character's name.

CODE UNLOCKS

NUD069	S&M Dwarf
STX222	Happy Face
KJH105	Chainsaw
PNK666	Punkrock
TAK118	Ninja
STG333	Employee Stig
KAO292	Waitress
CSS222	Ex-employee Chris
RIZ721	Football Dude
DIB626	Manager Mike
SJB964	Karate Steve
AYA555	Schoolgirl
CEL721	Cheerleader
RAT333	Rat Knight
GARM99	Regular Garm
GARM00	Sickly Garm
SUM224	Sumner
SKY100	Sky General
MTN200	Mountain General
TWN300	Town General
CAS400	Castle General
ICE600	Ice General
DES700	Desert General
BAT900	Battle General
EGG911	Pojo The Chicken
STX222	Stick Figure Jester
RAT333	Warrior With Rat's Head
PNK666	Big-Headed Jester
TAK118	Knight In Ninja Gear
10000K	With Claws
INVULN	10,000 Gold
000000	Invincibility
SSHOTS	Invisibility
MENAGE	Super Crossbow
REFLEX	Triple Shot
1ANGEL	Reflect Shot
PEEKIN	Anti-Death
PURPLE	X-Ray Vision
DELTA1	Full Turbo
ALLFUL	Shrunk Enemies
XSPEED	Nine Potions And Keys
QCKSHT	Quick Run
	Quick Throw



CHIMP'LL FIX IT

 These particular monkeys are only too happy to help people in need. So don't hesitate to send in any problems you may have for them – Chimp'll Fix It, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS or email cube@paragon.co.uk.

MONKEY TROUBLE

Dear Cheating Monkeys,
I've been enjoying a lot of *Super Monkey Ball* recently. The multiplayer games are a riot! However, when it comes to the single-player game, I'm as good as dead. It's Advanced level, floor 15 that's the problem. Help!
Marcus Harms, London

The monkeys say...

"Well, we know what you mean. This floor is particularly difficult but, as with everything in life, you just have to practice a lot. There are a few things you can do, however, to ease the pain. The first thing you should do, as the second the level begins, is to quickly roll forwards. You should jump the track in front of you, saving a lot of effort. Now just try and follow the path without veering too far from the inside of the turns. Don't go for the bananas at the moment, you will more than likely fall off the edge."



EXTREME TIPS

Dear Cheating Monkeys,
I have *Extreme G3*. To put it mildly, it's fast. I love it. I just can't get anywhere though – I hit the wall on every corner, and the computer is always dropping those mines that I immediately hit. What do I do?
Robert Stone, Maidenhead

The monkeys say...

"The first thing you should do is learn the courses. Every single corner and hill will need to be imprinted into your head, as once you start racing in the faster classes, you won't have time to see where you are going. Use the force, baby."

Another thing to keep in mind is that holding down on the stick when going uphill will give you better traction, and holding forward when going downhill will speed you up slightly.

Don't waste money on weapons at the start either. Keep buying better engines, and then start buying weapons. Go for the rockets and micro mines, as they are the most simple and effective weapons available, as well as being cheap.

The main thing, though, is to just memorise the courses, as the computer will get VERY tough later on."



MANIC MANSION

Dear Cheating Monkeys,
A bit late to the fold, I'm afraid – I've only just got hold of *Luigi's Mansion*. I've heard from everybody that it's way too easy, but I'm finding a boss to be quite hard. It's the Level 2 one, Shadow. Any advice?
Alan Murdock, Dorset

The monkeys say...

"It's simply a case of knowing what to do here. After that, it's easy."

You are aiming for the purple shadow, ultimately, but its black copies are the ones causing hassle. So go for one of these. As you vacuum it, it will form into a ball. Quickly go for the purple shadow (just look for the one giving off light) and let go. Now the purple shadow is ripe for attack. Suck away. Be careful of the black shadow on your nozzle though, as if you spend too long with it there, it will explode, causing you harm."



SHARE YOUR GAMING GENIUS!

If you have any tips or cheats that you would like to share with our monkeys, then feel free to send them into: Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS. Who knows, you may even win a prize!

CUBE

INFORMATION

SUPER SMASH BROTHERS MELEE

PUBLISHER: NINTENDO

DEVELOPER: HAL LABORATORIES

GENRE: BEAT-'EM-UP

PLAYERS: 1-4

CUBE SCORE: 8.5

ISSUE: 06

CUBE
CONTROL

HEY, CONTROL YOURSELF!

If you want a chance of becoming the best *Smash* fighter around, you'll need to know exactly how to control your character...

ANALOGUE

Moves your character – push hard in a direction and you run, hit Up and you jump. Hold Down on some platforms and you'll fall through.

A BUTTON

This is the main attack button – combine it with various directions on the Analogue Stick to perform a number of attacks.

B BUTTON

This is the special attack button – combine it with various directions on the Analogue Stick to perform a number of attacks.

R BUTTON

Holding down the R Trigger will make your character defend, while pushing a direction at the same time will roll them out of the way.

L BUTTON

Holding down the L Trigger will make your character defend, while pushing a direction at the same time will roll them out of the way.

Y BUTTON

If you need an actual button rather than pressing Up on the Analogue Stick, then you can also use the Y Button to make your character jump.

X BUTTON

If you need an actual button rather than pressing Up on the Analogue Stick, then you can use the X Button to make your character jump.

Z BUTTON

Z makes your character perform a throw, much like hitting either trigger and the A Button together. While holding an item, pressing Z will make your character throw it.

Want to be the greatest Nintendo fighter in the world? Well, you've come to the right place... we've got all the moves you'll ever need!



SUPER BROTHE

HOW TO PLAY

Before beginning to play *Super Smash Brothers Melee*, there are a number of specific skills and techniques that you'll need to master...

TRIPLE JUMPING

After hitting the X/Y Button to jump once, you can do it again when your character reaches their peak to jump a second time. On top of this, using any character's Up + B move will result in them flying up higher in some way (although the technique used is different from fighter to fighter). This technique is important to learn as it can save your life when thrown off the stage...

DEFENDING AND DODGING

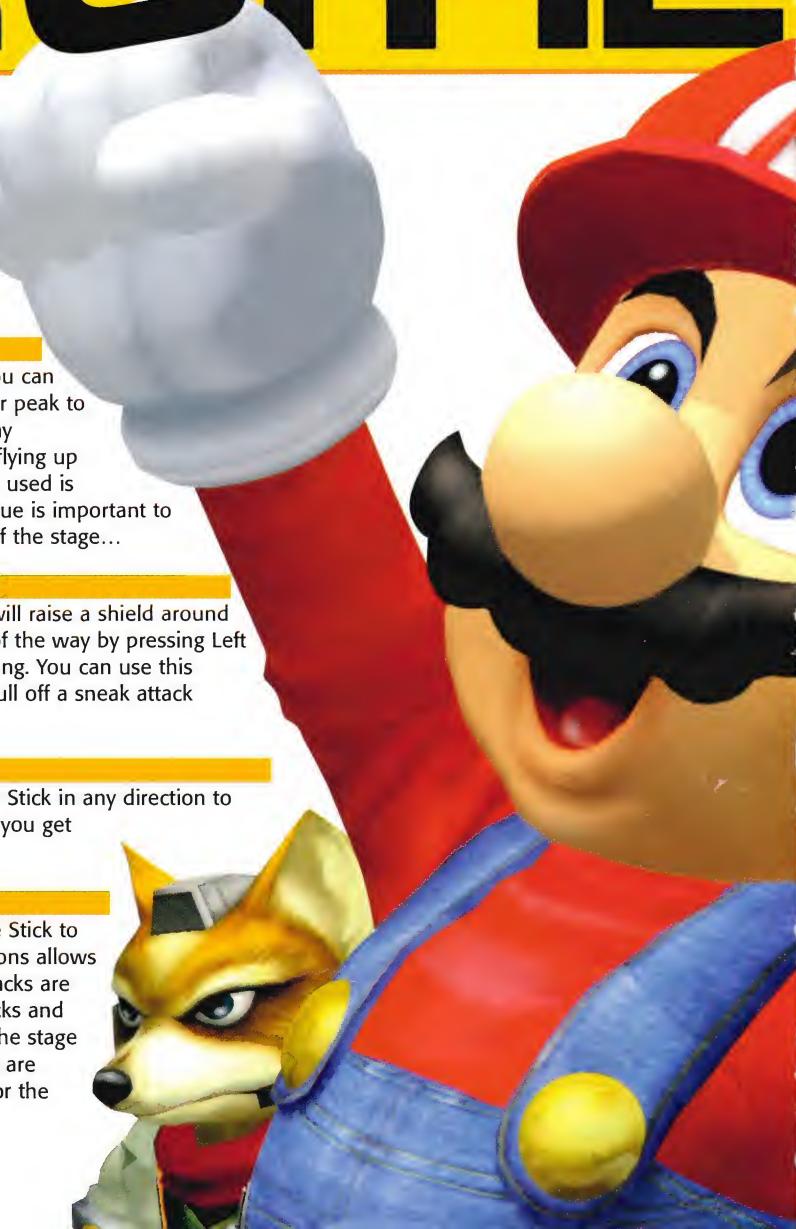
Holding down either of the Trigger Buttons will raise a shield around your character, but you can also dodge out of the way by pressing Left or Right on the Analogue Stick while defending. You can use this technique to pass through opponents and pull off a sneak attack from behind.

RUNNING

From a standing position, slam the Analogue Stick in any direction to start your character sprinting – this can help you get away or follow up with a dashing attack.

SMASH ATTACKS

In the same way that you slam the Analogue Stick to sprint, doing so while hitting the A or B Buttons allows you to perform a Smash Attack. These attacks are much more powerful than regular attacks and can send your opponents flying off the stage without a chance to recover. They are also the key to earning coins for the Trophy Lottery.





SMASH RS MELEE

CUBE
PLAYERS'
GUIDE

MARIO MARIO

YOU WANNA PIZZA ME, HUH?

BASIC

Punch	A
Punch Combo	A, A, A
Uppercut	Up, A
Sweep Kick	Down, A
Front Kick	Forward, A
Vertical Punch	Up + A
Spinning Sweep Kick	Down + A
Flaming Punch	Smash + A
Baseball Slide	A (while running)

AERIAL

Jump Kick	A
Rear Spin Kick	Up + A
Diagonal Spinning Kick	Down + A
Mule Kick – Back	A
Downward punch	Smash + A

SPECIAL

Fireball	B
Cape – Smash	B
Super Jump Punch	Up + B
Mario Tornado	Down + B

PIKACHU

PIKA PIKA? PIKA-PIKA CHUUU!

BASIC

Headbutt	A
Tail Whip	Up, A
Tail Sweep	Down, A
Front Kick	Forward, A
Overhead Tail Whip	Up + A
Spinning Tail Sweep	Down + A
Electric Jolt	Smash + A
Running Headbutt	A (While Running)

AERIAL

Spin	A
Overhead Tail Spin	Up + A
Electric Driver	Down + A
Rear Horizontal Spin	Back + A
Spinning Electrical Headbutt	Smash + A

SPECIAL

Thunder Jolt	B
Skull Bash	Smash + B
Quick Attack	Up + B
Thunder	Down + B

BOWSER

FEEL MY SHELL CRUSH!

BASIC

Slash	A
Twin Slash	A, A
Overhead Slash	Up, A
Low Slash	Down, A
Front Punch	Forward, A
Spiked Smack	Up + A
Shell Spin	Down + A
Headbutt	Smash + A
Running Headbutt	A (While Running)

AERIAL

Shell Spin	A
Overhead Slash	Up + A
Shell Crush	Down + A
Rear Shell Crush	Back + A
Air Elbow	Smash + A

SPECIAL

Fire Breath	B
Koopa Klaw	Smash + B
Whirling Fortress	Up + B
Bowser Bomb	Down + B

TROPHIES

Although trophies don't actually do anything in the game (besides offering a comprehensive catalogue of Nintendo's history), they're worth earning if you want to say that you've truly completed *Super Smash Brothers Melee*. Why? Because it takes so much work to collect them all, it's scary... so here's a rundown of how to collect all 290 of them!

- 001 MARIO** Complete Classic mode with Mario
- 002 MARIO (SMASH) RED** Complete Adventure mode with Mario
- 003 MARIO (SMASH) BLUE** Complete All-Star mode with Mario
- 004 DONKEY KONG** Complete Classic mode with Donkey Kong
- 005 DONKEY KONG (SMASH) RED** Complete Adventure mode with Donkey Kong
- 006 DONKEY KONG (SMASH) BLUE** Complete All-Star mode with Donkey Kong
- 007 LINK** Complete Classic mode with Link
- 008 LINK (SMASH) RED** Complete Adventure mode with Link
- 009 LINK (SMASH) BLUE** Complete All-Star mode with Link
- 010 SAMUS ARAN** Complete Classic mode with Samus
- 011 SAMUS ARAN (SMASH) RED** Complete Adventure mode with Samus
- 012 SAMUS ARAN (SMASH) BLUE** Complete All-Star mode with Samus

- 013 YOSHI** Complete Classic mode with Yoshi
- 014 YOSHI (SMASH) RED** Complete Adventure mode with Yoshi
- 015 YOSHI (SMASH) BLUE** Complete All-Star mode with Yoshi
- 016 KIRBY** Complete Classic mode with Kirby
- 017 KIRBY (SMASH) RED** Complete Adventure mode with Kirby
- 018 KIRBY (SMASH) BLUE** Complete All-Star mode with Kirby
- 019 FOX MCCLOUD** Complete Classic mode with Fox
- 020 FOX MCCLOUD (SMASH) RED** Complete Adventure mode with Fox
- 021 FOX MCCLOUD (SMASH) BLUE** Complete All-Star mode with Fox
- 022 PIKACHU** Complete Classic mode with Pikachu
- 023 PIKACHU (SMASH) RED** Complete Adventure mode with Pikachu
- 024 PIKACHU (SMASH) BLUE** Complete All-Star mode with Pikachu
- 025 NESS** Complete Classic mode with Ness
- 026 NESS (SMASH) RED** Complete Adventure mode with Ness

- 027 NESS (SMASH) BLUE** Complete All-Star mode with Ness

- 028 CAPTAIN FALCON** Complete Classic mode with Captain Falcon
- 029 CAPTAIN FALCON (SMASH) RED** Complete Adventure mode with Captain Falcon
- 030 CAPTAIN FALCON (SMASH) BLUE** Complete All-Star mode with Captain Falcon

- BOWSER** Complete Classic mode with Bowser

- 032 BOWSER (SMASH) RED** Complete Adventure mode with Bowser

- 033 BOWSER (SMASH) BLUE** Complete All-Star mode with Bowser

- PEACH** Complete Classic mode with Peach

- 035 PEACH (SMASH) RED** Complete Adventure mode with Peach

- 036 PEACH (SMASH) BLUE** Complete All-Star mode with Peach

- 037 ICE CLIMBERS** Complete Classic mode with the Ice Climbers

- 038 ICE CLIMBERS (SMASH) RED** Complete Adventure mode with the Ice Climbers

- 039 ICE CLIMBERS (SMASH) BLUE** Complete All-Star mode with the Ice Climbers

- ZELDA** Complete Classic mode with Zelda

- 041 ZELDA (SMASH) RED** Complete Adventure mode with Zelda

- 042 ZELDA (SMASH) BLUE** Complete All-Star mode with Zelda

- 043 SHEIK** Complete Classic mode with Zelda

- 044 SHEIK (SMASH) RED** Complete Adventure mode with Zelda

- 045 SHEIK (SMASH) BLUE** Complete All-Star mode with Zelda

- 046 LUIGI** Complete Classic mode with Luigi

- 047 LUIGI (SMASH) RED** Complete Adventure mode with Luigi

- 048 LUIGI (SMASH) BLUE** Complete All-Star mode with Luigi

- 049 JIGGLYPUFF** Complete Classic mode with Jigglypuff

- 050 JIGGLYPUFF (SMASH) RED** Complete Adventure mode with Jigglypuff

- 051 JIGGLYPUFF (SMASH) BLUE** Complete All-Star mode with Jigglypuff

- 052 MEWTWO** Complete Classic mode with Mewtwo

- 053 MEWTWO (SMASH) RED** Complete Adventure mode with Mewtwo

- 054 MEWTWO (SMASH) BLUE** Complete All-Star mode with Mewtwo

- 055 MARTH** Complete Classic mode with Marth

- 056 MARTH (SMASH) RED** Complete Adventure mode with Marth

- 057 MARTH (SMASH) BLUE** Complete All-Star mode with Marth

- 058 MR GAME & WATCH** Complete Classic mode with Mr Game & Watch

- 059 MR GAME & WATCH (SMASH) RED** Complete Adventure mode with Mr Game & Watch

- 060 MR GAME & WATCH (SMASH) BLUE** Complete All-Star mode with Mr Game & Watch

- 061 DR MARIO** Complete Classic mode with Dr Mario

- 062 DR MARIO (SMASH) RED** Complete Adventure mode with Dr Mario

- 063 DR MARIO (SMASH) BLUE** Complete All-Star mode with Dr Mario

- 064 GANONDORF** Complete Classic mode with Ganondorf

- 065 GANONDORF (SMASH) RED** Complete Adventure mode with Ganondorf

- 066 GANONDORF (SMASH) BLUE** Complete All-Star mode with Ganondorf

- 067 FALCO LOMBARDI** Complete Classic mode with Falco

- 068 FALCO LOMBARDI (SMASH) RED** Complete Adventure mode with Falco

- 069 FALCO LOMBARDI (SMASH) BLUE** Complete All-Star mode with Falco

- 070 YOUNG LINK** Complete Classic mode with Young Link

- 071 YOUNG LINK (SMASH) RED** Complete Adventure mode with Young Link

- 072 YOUNG LINK (SMASH) BLUE** Complete All-Star mode with Young Link

- 073 PICLUCHU** Complete Classic mode with Pichu

- 074 PICLUCHU (SMASH) RED** Complete Adventure mode with Pichu

- 075 PICLUCHU (SMASH) BLUE** Complete All-Star mode with Pichu

- 076 ROY** Complete Classic mode with Roy

- 077 ROY (SMASH) RED** Complete Adventure mode with Roy

- 078 ROY (SMASH) BLUE** Complete All-Star mode with Roy

CONTINUED



PEACH TOADSTOOL

WHO SAYS LADIES CAN'T FIGHT?

BASIC

- Slap A
- Double Slap A, A
- Vertical Headbutt Up, A
- Low Slap Down, A
- Vertical Kick Forward, A
- Vertical Spinning Slap Up + A
- Low Spinning Kick Down + A
- Foreign Object Smash + A
- Forward Shove A (While Running)

AERIAL

- Spinning Slap A
- Vertical Kick Up + A
- Multiple Kick Down + A
- Butt Smack Back + A
- Jumping Slap Smash + A

SPECIAL

- Toad B
- Peach Bomber Smash + B
- Parasol Up + B
- Vegetable Down + B



YOSHI

SMELL MY EGGS, YOU MUUVER!

BASIC

- Front Kick A
- Vertical Tail Whip Up, A
- Tail Sweep Down, A
- Strong Front Kick Forward, A
- Vertical Headbutt Up + A
- Rear Tail Whip Down + A
- Headbutt Smash + A
- Charging Headbutt A (While Running)

AERIAL

- Jump Kick A
- Flip Up + A
- Bicycle Kick Down + A
- Tail Whip Back + A
- Headbutt Smash + A

SPECIAL

- Egg Lay B
- Egg Roll Smash + B
- Egg Throw Up + B
- Yoshi Bomb Down + B



DONKEY KONG

I'LL SEE YOU IN THE CONGO!

BASIC

- Punch A
- Punch Combo A, A, A
- Vertical Slap Up, A
- Low Slap Down, A
- Forward Slap Forward, A
- Overhead Clap Up + A
- Double Fist Slash Down + A
- Forward Clap Smash + A
- Forward Kick A (While Running)

AERIAL

- Spin Punch A
- Headbutt Up + A
- Downward Stomp Down + A
- Rear Kick Back + A
- Downward Fist Smack Smash + A

SPECIAL

- Giant Punch B
- Headbutt Smash + B
- Spinning Kong Up + B
- Hand Slap Down + B



CAPTAIN FALCON

BOYS FIGHT... MEN RACE!

BASIC

Punch	A
Punch Madness	A repeatedly
Front Vertical Kick	Up, A
Sweep Kick	Down, A
Front Kick	Forward, A
Vertical Double Kick	Up + A
Double-Sided Kick	Down + A
Body Slam	Smash + A
Charging Body Slam	A (While Running)

AERIAL

Double Kick	A
Vertical Flip Kick	Up + A
Downward Stomp	Down + A
Rear Punch	Back + A
Knee Butt	Smash + A

SPECIAL

Falcon Punch	B
Raptor Boost	Smash + B
Falcon Dive	Up + B
Falcon Kick	Down + B



FOX MCLOUD

YOU DON'T STAND A CHANCE!

BASIC

Punch	A
Lightning Kicks	A repeatedly
Vertical Kick	Up, A
Spinning Tail Sweep	Down, A
Front Kick	Forward, A
Vertical Flip Kick	Up + A
Spinning Sweep Kick	Down + A
Front High Kick	Smash + A
Running Kick	A (While Running)

AERIAL

Jump Kick	A
Vertical Flip Kick	Up + A
Downward Spinning Kick	Down + A
Rear Kick	Back + A
Front Double Kick	Smash + A

SPECIAL

Blaster	B
Fox Illusion	Smash + B
Fire Fox	Up + B
Reflector	Down + B



NESS

SMALL BUT DEADLY, THAT'S ME!

BASIC

Punch	A
Punch Combo	A, A, A
Vertical Shove	Up, A
Sweep Kick	Down, A
Front Kick	Forward, A
Upper Yo-Yo Spin	Up + A
Lower Yo-Yo Spin	Down + A
Baseball Bat	Smash + A
Electric Charge	A (While Running)

AERIAL

Spinning Slap	A
Headbutt	Up + A
Downward Stomp	Down + A
Rear Kick	Back + A
Electric Charge	Smash + A

SPECIAL

PK Flash	B
PK Fire	Smash + B
PK Thunder	Up + B
PSI Magnet	Down + B

CUBE SOLUTION

SUPER SMASH BROTHERS MELEE

079 MALE WIRE FRAME
Complete the 100-Man Melee in under four minutes in Stadium mode

080 FEMALE WIRE FRAME
Defeat 100 opponents in the Endless Melee in Stadium mode

081 FIGHTING WIRE FRAMES
Complete the 15-Minute Melee in Stadium mode

082 GIGA BOWSER
Complete Adventure mode on Normal without continuing in less than 18 minutes

083 MASTER HAND
Complete Classic mode on Hard without continuing

084 CRAZY HAND
Complete Adventure mode without continuing

085 FOOD
Fight 1000 VS matches in VS mode

086 MAXIMUM TOMATO
Fight 10 VS matches in VS mode

087 HEART CONTAINER
Fight 100 VS matches in VS mode

088 WARP STAR
Win on the Lottery or collect in Classic, Adventure or All-Star mode

089 RAY GUN
Win on the Lottery or collect in Classic, Adventure or All-Star mode

090 SUPER SCOPE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

091 FIRE FLOWER
Win on the Lottery or collect in Classic, Adventure or All-Star mode

092 LIPSTICK
Perform a 21-hit combo in Training mode

093 STAR ROO
Win on the Lottery or collect in Classic, Adventure or All-Star mode

094 BEAM SWORD
Win on the Lottery or collect in Classic, Adventure or All-Star mode

095 HOME-RUN BAT
Win on the Lottery or collect in Classic, Adventure or All-Star mode

096 FAN
Win on the Lottery or collect in Classic, Adventure or All-Star mode

097 HAMMER
Win on the Lottery or collect in Classic, Adventure or All-Star mode

098 GREEN SHELL
Win on the Lottery or collect in Classic, Adventure or All-Star mode

099 RED SHELL
Win on the Lottery or collect in Classic, Adventure or All-Star mode

100 FLIPPER
Win on the Lottery or collect in Classic, Adventure or All-Star mode

101 FREEZIE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

102 MR. SATURN
Win on the Lottery or collect in Classic, Adventure or All-Star mode

103 BOB-O-MB
Win on the Lottery or collect in Classic, Adventure or All-Star mode

104 MOTION-SENSOR BOMB
Complete Event Match #03 in Event mode

105 SUPER MUSHROOM
Win on the Lottery or collect in Classic, Adventure or All-Star mode

106 POISON MUSHROOM
Win on the Lottery or collect in Classic, Adventure or All-Star mode

107 STARMAN
Win on the Lottery or collect in Classic, Adventure or All-Star mode

108 PARASOL
Win on the Lottery or collect in Classic, Adventure or All-Star mode

109 SCREW ATTACK
Win on the Lottery or collect in Classic, Adventure or All-Star mode

110 METAL BOX
Perform an 11-hit combo in Training mode

111 BUNNY HOOD
Perform a total of 126 combos across all 25 characters in Training mode

112 CLOAKING DEVICE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

113 BARREL CANNON
Win on the Lottery or collect in Classic, Adventure or All-Star mode

114 PARTY BALL
Win on the Lottery or collect in Classic, Adventure or All-Star mode

115 CRATE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

116 BARREL
Win on the Lottery or collect in Classic, Adventure or All-Star mode

117 CAPSULE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

118 EGG
Win on the Lottery or collect in Classic, Adventure or All-Star mode

119 SMASH COINS
Fight 100 Coin matches in VS mode

120 POKEBALL
Win on the Lottery or collect in Classic, Adventure or All-Star mode

121 VENUSAUR
Win on the Lottery or collect in Classic, Adventure or All-Star mode

122 CHARIZARD
Win on the Lottery or collect in Classic, Adventure or All-Star mode

123 SQUIRTLE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

124 BLASTOISE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

125 CLEFAIRY
Win on the Lottery or collect in Classic, Adventure or All-Star mode

126 ELECTRODE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

127 WEEZING
Win on the Lottery or collect in Classic, Adventure or All-Star mode

128 CHANSEY
Win on the Lottery or collect in Classic, Adventure or All-Star mode

129 GOLDEEN
Win on the Lottery or collect in Classic, Adventure or All-Star mode

130 STARYU
Win on the Lottery or collect in Classic, Adventure or All-Star mode

131 SNORLAX
Win on the Lottery or collect in Classic, Adventure or All-Star mode

132 ARTICUNO
Win on the Lottery or collect in Classic, Adventure or All-Star mode

133 ZAPDOS
Win on the Lottery or collect in Classic, Adventure or All-Star mode

134 MOLTRES
Win on the Lottery or collect in Classic, Adventure or All-Star mode

135 MEW
Unlock ALL characters and VS stages, then complete All-Star mode on Hard

136 CHIKORITA
Win on the Lottery or collect in Classic, Adventure or All-Star mode

137 CYANDAQUIL
Win on the Lottery or collect in Classic, Adventure or All-Star mode

138 TOGEPI
Win on the Lottery or collect in Classic, Adventure or All-Star mode

139 BELLOSSOM
Win on the Lottery or collect in Classic, Adventure or All-Star mode

140 MARILL
Win on the Lottery or collect in Classic, Adventure or All-Star mode

141 SUDOWOODO
Fight 200 VS matches in VS mode

142 UNKNOWN
Pass a total hitting distance of 16404ft during the Home-Run Contest in Stadium mode

143 WOBBUFFET
Win on the Lottery or collect in Classic, Adventure or All-Star mode

144 SCIZOR
Win on the Lottery or collect in Classic, Adventure or All-Star mode

145 PORYGON 2
Win on the Lottery or collect in Classic, Adventure or All-Star mode

146 RAIKOU
Win on the Lottery or collect in Classic, Adventure or All-Star mode

147 ENTEI
Complete Event Match #26 in Event mode

148 SLUGLINE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

149 LUGIA
Win on the Lottery or collect in Classic, Adventure or All-Star mode

150 HO-OH
Win on the Lottery or collect in Classic, Adventure or All-Star mode

151 CELEBI
Unlock ALL characters, VS stages and score 5000 KO's in VS mode, then keep throwing Pokéballs until Celebi appears... though the chances are very low!

152 TOAD
Win on the Lottery or collect in Classic, Adventure or All-Star mode

153 COIN
Win on the Lottery or collect in Classic, Adventure or All-Star mode

CONTINUED



THE ICE CLIMBERS

YOU'RE GONNA GET HAMMERED!

BASIC

Hammer	A
Hammer Combo	A, A
Vertical Hammer Spin	Up, A
Low Hammer Slash	Down, A
Front Hammer Slash	Forward, A
Vertical Hammer Slash	Up + A
Downward Hammer Spin	Down + A
Hammer Smack	Smash + A
Charging Hammer Slash	A (While Running)

AERIAL

Spin	A
Vertical Hammer Shove	Up + A
Downward Hammer Smack	Down + A
Rear Hammer Slash	Back + A
Hammer Smack	Smash + A

SPECIAL

Ice Shot	B
Squall Hammer	Smash + B
Belay	Up + B
Blizzard	Down + B



KIRBY

CARE TO TEST MY APPETITE?

BASIC

Punch	A
Punch Flurry	A repeatedly
Vertical Kick	Up, A
Low Kick	Down, A
Front Kick	Forward, A
Vertical Flip Kick	Up + A
Sweep Kick	Down + A
Strong Kick	Smash + A
Fireball	A (While Running)

AERIAL

Spin	A
Vertical Flip Kick	Up + A
Drill Kick	Down + A
Rear Kick	Back + A
Multiple Kick	Smash + A

SPECIAL

Swallow	B
Hammer	Smash + B
Final Cutter	Up + B
Stone	Down + B



SAMUS ARAN

FANCY A QUICK GRAPPLE?

BASIC

Punch	A
Punch Combo	A, A, A
Vertical Kick	Up, A
Fire Blast	Down, A
Front Kick	Forward, A
Fire Blast	Up + A
Sweep Kick	Down + A
Blaster Punch	Smash + A
Charging Body Slam	A (While Running)

AERIAL

Jump Kick	A
Vertical Spinning Kick	Up + A
Downward Blaster Punch	Down + A
Rear Kick	Back + A
Front Fire Blast	Smash + A

SPECIAL

Charge Shot	B
Missile	Smash + B
Screw Attack	Up + B
Bomb	Down + B



ZELDA

FOR THE PEOPLE OF HYRULE!

BASIC

Magical Blast	A
Vertical Slap	Up, A
Low Kick	Down, A
Front Slap	Forward, A
Vertical Magical Blast	Up + A
Sweep Kick	Down + A
Magical Force	Smash + A
Running Magical Force	A (While Running)

AERIAL

Spinning Slap	A
Overhead Flames	Up + A
Downward Stomp	Down + A
Rear Kick	Back + A
Jump Kick	Smash + A

SPECIAL

Nayru's Love	B
Din's Fire	Smash + B
Faore's Wind	Up + B
Transform into Sheik	Down + B

SHEIK

YOUR DEATH WILL BE HONOURABLE

BASIC

Punch	A
Punch Flurry	A repeatedly
Vertical Kick	Up, A
Sweep Kick	Down, A
Roundhouse Kick	Forward, A
Double Slap	Up + A
Sweep Kick	Down + A
Double Kick	Smash + A
Headbutt	A (While Running)

AERIAL

Jump Kick	A
Vertical Spinning Kick	Up + A
Downward Stomp	Down + A
Rear Kick	Back + A
Slap	Smash + A

SPECIAL

Needle Storm	B
Chain	Smash + B
Vanish	Up + B
Transform into Zelda	Down + B

LINK

FIGHT FOR THE LADY ZELDA

BASIC

Sword Slash	A
Sword Combo	A, A, A
Vertical Sword Slash	Up, A
Low Sword Slash	Down, A
Sword Slice	Forward, A
Overhead Sword Combo	Up + A
Low Sword Slash	Down + A
Strong Sword Slash	Smash + A
Charging Sword Slash	A (While Running)

AERIAL

Jump Kick	A
Vertical Sword Stab	Up + A
Downward Sword Stab	Down + A
Rear Double Kick	Back + A
Sword Slash	Smash + A

SPECIAL

Bow	B
Boomerang	Smash + B
Spin Attack	Up + B
Bomb	Down + B

154 VEGETABLE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

155 MEGAVITAMINS
Win on the Lottery or collect in Classic, Adventure or All-Star mode

156 LONG INN MILE
Complete the Target Test with all 25 characters with a total time of 25 minutes or under in Stadium mode

157 KIRBY HAT 1
Win on the Lottery or collect in Classic, Adventure or All-Star mode

158 KIRBY HAT 2
Win on the Lottery or collect in Classic, Adventure or All-Star mode

159 KIRBY HAT 3
Win on the Lottery or collect in Classic, Adventure or All-Star mode

160 KIRBY HAT 4
Unlock Mt. Game & Watch

161 KIRBY HAT 5
Unlock Dr. Mario, Falco, Young Link, Pichu and Roy

162 PRINCESS CASTLE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

163 BULLET BILL
Win on the Lottery or collect in Classic, Adventure or All-Star mode

164 LAKITU
Win on the Lottery or collect in Classic, Adventure or All-Star mode

165 PIDGOT
Win on the Lottery or collect in Classic, Adventure or All-Star mode

166 BIRDIE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

167 KLAP TRAP
Win on the Lottery or collect in Classic, Adventure or All-Star mode

168 SHY GUYS
Win on the Lottery or collect in Classic, Adventure or All-Star mode

169 PAK'E: DERM
Win on the Lottery or collect in Classic, Adventure or All-Star mode

170 TINGLE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

171 MOON
Win on the Lottery or collect in Classic, Adventure or All-Star mode

172 TURTLE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

173 FOUR GIANTS
Win on the Lottery or collect in Classic, Adventure or All-Star mode

174 MASTER SWORD
Win on the Lottery or collect in Classic, Adventure or All-Star mode

175 FALCON FLYER
Fight 150 VS matches in VS mode

176 F-ZERO RACERS
Complete Adventure mode with all 25 characters

177 MUTE CITY
Win on the Lottery or collect in Classic, Adventure or All-Star mode

178 ARWING
Win on the Lottery or collect in Classic, Adventure or All-Star mode

179 GREAT FOX
Win on the Lottery or collect in Classic, Adventure or All-Star mode

180 PEPPY HARE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

181 SLIPPY TOAD
Win on the Lottery or collect in Classic, Adventure or All-Star mode

182 KRAID

183 CHOZO STATUE
Win on the Lottery or collect in Classic, Adventure or All-Star mode

184 WHISPY WOODS

185 FOUNTAIN OF DREAMS
Win on the Lottery or collect in Classic, Adventure or All-Star mode

186 UFO
Fight 100 VS matches in VS mode

187 POKÉMON STADIUM
Win on the Lottery or collect in Classic, Adventure or All-Star mode

188 GAME & WATCH
Complete Event Match #45 in Event mode

189 TARGET
Complete the Target Test with all 25 characters in Stadium mode

190 SANDBAG
Hit the Sandbag over 984ft in the Home Run Contest in Stadium mode

191 BATTLEFIELD
Complete All-Star mode with any character

192 FINAL DESTINATION
Complete Event Match #51 in Event mode

193 GOOMBA
Complete Event Match #14 in Event mode

194 KOOPA TROOPA
Win on the Lottery or collect in Classic, Adventure or All-Star mode

195 KOOPA PARATROOPA
Win on the Lottery or collect in Classic, Adventure or All-Star mode

196 REDEAD

197 OCTOROK
Win on the Lottery or collect in Classic, Adventure or All-Star mode

198 LIKE LIKE

199 TOPPI
Win on the Lottery or collect in Classic, Adventure or All-Star mode

200 POLAR BEAR

201 RACCOON MARIO
Win on the Lottery or collect in Classic, Adventure or All-Star mode

202 METAL MARIO

203 PAPER MARIO
Win on the Lottery or collect in Classic, Adventure or All-Star mode

204 WARIO

205 PLUM
Complete All-Star mode without continuing

206 DAISY
Win on the Lottery or collect in Classic, Adventure or All-Star mode

207 WALUIGI
Win on the Lottery or collect in Classic, Adventure or All-Star mode

208 THWOMP
Win on the Lottery or collect in Classic, Adventure or All-Star mode

209 BOO

210 KOOPA CLOWN CAR
Win on the Lottery or collect in Classic, Adventure or All-Star mode

211 VIRUSES

212 BUCKET
Win on the Lottery or collect in Classic, Adventure or All-Star mode

213 RACING KART

214 BABY MARIO
Win on the Lottery or collect in Classic, Adventure or All-Star mode

215 BABY BOWSER

216 RAPHAEL RAVEN
Win on the Lottery or collect in Classic, Adventure or All-Star mode

217 DIXIE KONG
Win on the Lottery or collect in Classic, Adventure or All-Star mode

218 KING K. ROOL

219 GORON
Win on the Lottery or collect in Classic, Adventure or All-Star mode

CONTINUED ➤



DR MARIO

TO UNLOCK: COMPLETE CLASSIC MODE WITH MARIO



BASIC	
Punch	A
Punch Combo	A, A, A
Uppercut	Up, A
Sweep Kick	Down, A
Front Kick	Forward, A
Headbutt	Up + A
Sweep Kick	Down + A
Shock Therapy	Smash + A
Slide Kick	A (While Running)

AERIAL

Jump Kick	A
Vertical Flip Kick	Up + A
Spinning Kick	Down + A
Rear Kick	Back + A
Punch	Smash + A

SPECIAL

Megavitamins	B
Super Sheet - Smash	B
Super Jump Punch	Up + B
Dr Tornado	Down + B



LUIGI

TO UNLOCK: COMPLETE THE MUSHROOM STAGE OF ADVENTURE MODE WITH THE FOURTH DIGIT OF THE TIMER AS A TWO (EG HH:X2:XX)



BASIC	
Punch	A
Punch Combo	A, A, A
Overhead Punch	Up, A
Low Kick	Down, A
Front Kick	Forward, A
Downward Punch	Up + A
Sweep Kick	Down + A
Forward Shove	Smash + A
Temper Tantrum	A (While Running)

AERIAL

Jump Kick	A
Vertical Flip Kick	Up + A
Downward Stomp	Down + A
Rear Kick	Back + A

SPECIAL

Fireball	B
Green Missile	Smash + B
Super Coin Jump	Up + B
Luigi Cyclone	Down + B



GANONDORF

TO UNLOCK: COMPLETE EVENT #29 IN EVENT MODE



BASIC	
Punch	A
Wizard Rage	Up, A
Sweep Kick	Down, A
Roundhouse Kick	Forward, A
Vertical Double Kick	Up + A
Twin Kick	Down + A
Body Slam	Smash + A
Charging Body Slam	A (While Running)

AERIAL

Front Double Kick	A
Vertical Flip Kick	Up + A
Downward Stomp	Down + A
Rear Punch	Back + A
Downward Punch	Smash + A

SPECIAL

Warlock Punch	B
Gerudo Dragon	Smash + B
Dark Dive	Up + B
Wizard's Foot	Down + B



FALCO LOMBARDI

TO UNLOCK: COMPLETE THE 100-MAN MELEE MATCH IN STADIUM MODE

BASIC

Punch	A
Lightning Kick	A repeatedly
Vertical Kick	Up, A
Spinning Sweep Kick	Down, A
Front Kick	Forward, A
Vertical Flip Kick	Up + A
Spinning Sweep Kick	Down + A
Roundhouse Kick	Smash + A
Running Jump Kick	A (While Running)

AERIAL

Jump Kick	A
Vertical Flip Kick	Up + A
Spinning Kick	Down + A
Rear Kick	Back + A
Front Double-Kick	Smash + A

SPECIAL

Blaster	B
Falco Phantasm	Smash + B
Fire Bird	Up + B
Reflector	Down + B

220 MARIN Unlock ALL characters and VS stages

221 MAJORA'S MASK Complete Event Match #47 in Event mode

222 OCARINA OF TIME Win on the Lottery or collect in Classic, Adventure or All-Star mode

223 SAMURAI GOROH Win on the Lottery or collect in Classic, Adventure or All-Star mode

224 DR. STEWART Win on the Lottery or collect in Classic, Adventure or All-Star mode

225 JODY SUMMER Win on the Lottery or collect in Classic, Adventure or All-Star mode

226 LANDMASTER TANK Score over 1000 KOs in VS mode

227 WOLFEN Win on the Lottery or collect in Classic, Adventure or All-Star mode

228 ANDROSS Win on the Lottery or collect in Classic, Adventure or All-Star mode

229 ANDROSS Win on the Lottery or collect in Classic, Adventure or All-Star mode

230 SAMUS'S STARSHIP Complete the Brinstar section of Adventure mode successfully

231 METROID Win on the Lottery or collect in Classic, Adventure or All-Star mode

232 RIDLEY Win on the Lottery or collect in Classic, Adventure or All-Star mode

233 FIRE KIRBY Win on the Lottery or collect in Classic, Adventure or All-Star mode

234 FIGHTER KIRBY Win on the Lottery or collect in Classic, Adventure or All-Star mode

235 BALL KIRBY Win on the Lottery or collect in Classic, Adventure or All-Star mode

236 WADDLE DEE Win on the Lottery or collect in Classic, Adventure or All-Star mode

237 KING DEDEDE Win on the Lottery or collect in Classic, Adventure or All-Star mode

238 RICK Win on the Lottery or collect in Classic, Adventure or All-Star mode

239 GOOEY Win on the Lottery or collect in Classic, Adventure or All-Star mode

240 META-KNIGHT Win on the Lottery or collect in Classic, Adventure or All-Star mode

241 PAULA Win on the Lottery or collect in Classic, Adventure or All-Star mode

242 JEFF Win on the Lottery or collect in Classic, Adventure or All-Star mode

243 DOO Win on the Lottery or collect in Classic, Adventure or All-Star mode

244 STARMAN Win on the Lottery or collect in Classic, Adventure or All-Star mode

245 BULBASAUR Win on the Lottery or collect in Classic, Adventure or All-Star mode

246 POLIWHIRL Win on the Lottery or collect in Classic, Adventure or All-Star mode

247 DITTO Win on the Lottery or collect in Classic, Adventure or All-Star mode

248 EEVEE Win on the Lottery or collect in Classic, Adventure or All-Star mode

249 TOTODILE Win on the Lottery or collect in Classic, Adventure or All-Star mode

250 CROBAT Win on the Lottery or collect in Classic, Adventure or All-Star mode

251 CLEFFA Win on the Lottery or collect in Classic, Adventure or All-Star mode

252 GIGGLYBUFF Win on the Lottery or collect in Classic, Adventure or All-Star mode

253 STEELIX Win on the Lottery or collect in Classic, Adventure or All-Star mode

254 HERACROSS Win on the Lottery or collect in Classic, Adventure or All-Star mode

255 MEDOWTH Complete All-Star mode with all 25 characters

256 PROFESSOR OAK Win on the Lottery or collect in Classic, Adventure or All-Star mode

257 MISTY Win on the Lottery or collect in Classic, Adventure or All-Star mode

258 ZERO-ONE Win on the Lottery or collect in Classic, Adventure or All-Star mode

259 MARUO MARUHIGE Win on the Lottery or collect in Classic, Adventure or All-Star mode

260 RYOTA HAYAMI Win on the Lottery or collect in Classic, Adventure or All-Star mode

261 KENSUKE KIMACHI Win on the Lottery or collect in Classic, Adventure or All-Star mode

262 LOVE GIANT Win on the Lottery or collect in Classic, Adventure or All-Star mode

263 HATE GIANT Win on the Lottery or collect in Classic, Adventure or All-Star mode

264 RAY MK II Win on the Lottery or collect in Classic, Adventure or All-Star mode

265 BAYONETTE Win on the Lottery or collect in Classic, Adventure or All-Star mode

266 ANNIE Win on the Lottery or collect in Classic, Adventure or All-Star mode

267 TOM NOOK Earn a total of 1000 coins to spend on the Lottery

268 TOTAKEKE Win on the Lottery or collect in Classic, Adventure or All-Star mode

269 MR. RESETTI Defeat five enemies during the Cruel Melee in Stadium mode

270 HERIRIN Win on the Lottery or collect in Classic, Adventure or All-Star mode

271 ALPTRA Win on the Lottery or collect in Classic, Adventure or All-Star mode

272 VACUUM LUIGI Win on the Lottery or collect in Classic, Adventure or All-Star mode

273 PIKMIN Win on the Lottery or collect in Classic, Adventure or All-Star mode

274 CAPTAIN OLMAR Save the game using a memory card containing a Pikmin save file

275 EXCITEBIKE Win on the Lottery or collect in Classic, Adventure or All-Star mode

276 DONKEY KONG JUNIOR Complete Classic mode with all 25 characters

277 DUCKS Win on the Lottery or collect in Classic, Adventure or All-Star mode

278 BUBBLES Win on the Lottery or collect in Classic, Adventure or All-Star mode

279 EGGPLANT MAN Win on the Lottery or collect in Classic, Adventure or All-Star mode

280 MACH RIDER Earn the Speed Demon bonus at the end of any match

281 BALLOON FIGHTER Win on the Lottery or collect in Classic, Adventure or All-Star mode

282 STANLEY Win on the Lottery or collect in Classic, Adventure or All-Star mode

283 PIT Win on the Lottery or collect in Classic, Adventure or All-Star mode

284 DR. WRIGHT Win on the Lottery or collect in Classic, Adventure or All-Star mode

285 DONBIE AND HIKARI Win on the Lottery or collect in Classic, Adventure or All-Star mode

286 YUIMI TACHIBANA Win on the Lottery or collect in Classic, Adventure or All-Star mode

287 MONSTER Win on the Lottery or collect in Classic, Adventure or All-Star mode

288 SHERIFF Complete the Target Test with all 25 characters with a total time of 15 minutes or under in Stadium mode

289 DISKUN Earn ALL 249 end-of-match bonuses (the ones you have are listed in the Records)

290 NINTENDO GAMECUBE Win on the Lottery or collect in Classic, Adventure or All-Star mode



JIGGLYPUFF

TO UNLOCK: COMPLETE CLASSIC MODE ONCE WITH ANY CHARACTER



BASIC

Punch	A
Rapid Punch	A repeatedly
Vertical Kick	Up, A
Low Punch	Down, A
Rush Kick	Forward, A
Headbutt	Up + A
Sweep Kick	Down + A
Front Kick	Smash + A
Charging Headbutt	A (While Running)

AERIAL

Jump Kick	A
Vertical Slap	Up + A
Drill Kick	Down + A
Rear Kick	Back + A
Side Kick	Smash + A

SPECIAL

Rollout	B
Pound	Smash + B
Sing	Up + B
Rest	Down + B



MEWTWO

TO UNLOCK: PLAY VS MODE FOR EITHER 20 HOURS OR 700 MATCHES



BASIC

Psychic Punch	A
Psychic Wave	A repeatedly
Vertical Tail Whip	Up, A
Tail Sweep	Down, A
Front Tail Whip	Forward, A
Vertical Psychic Blast	Up + A
Downward Psychic Blast	Down + A
Front Psychic Blast	Smash + A
Charging Psychic Blast	A (While Running)

AERIAL

Psychic Charge	A
Overhead Tail Spin	Up + A
Downward Flip Stomp	Down + A
Rear Tail Whip	Back + A
Heavy Elbow	Smash + A

SPECIAL

Shadow Ball	B
Confusion	Smash + B
Teleport	Up + B
Disable	Down + B



MR GAME & WATCH

TO UNLOCK: COMPLETE CLASSIC MODE WITH THE ALL 24 OF THE OTHER CHARACTERS



BASIC

Bug Spray	A
Flag Wave	A
Manhole Flip	Down, A
Chair Push	Forward, A
Headbutt	Up + A
Hammer Smack	Down + A
Flaming Torch	Smash + A
Charging Headbutt	A (While Running)

AERIAL

Double Sword Slash	A
Parachute	Up + A
Vertical Key Poke	Down + A
Rear Turtle Smash	Back + A
Box Hit	Smash + A

SPECIAL

Chef	B
Judgement	Smash + B
(Attack changes according to number shown)	
Fire	Up + B
Oil Panic	Down + B

AND THE MISSING TROPHY...

If you're lucky enough to own the Japanese version of *Super Smash Brothers Melee*, you'll have the chance to earn the 291st trophy — Tamagon. He's been pulled from the PAL version of the game for reasons beyond our understanding (so what if the name of the game he's from is *Devil World*?) but at least you can rest safe in the knowledge that he exists. As for earning him... well, it's not as exciting as you might think because he's available through collection in Classic, Adventure or All-Star mode, as well as being up for grabs on the Lottery. Still, you now know what you're missing out on...



MARTH

TO UNLOCK: PLAY ONE COMPLETE VS MATCH WITH EACH OF THE 14 ORIGINAL CHARACTERS IN VS MODE



BASIC

Sword Slash	A
Double Slash	A, A
Vertical Sword Slash	A
Low Sword Stab	Down, A
Front Sword Slice	Forward, A
Vertical Sword Stab	Up + A
Spinning Sword Slash	Down + A
Sword Slice	Smash + A
Charging Sword Slash	A (While Running)

AERIAL

Double Sword Slash	A
Vertical Sword Slash	Up + A
Downward Sword Slash	Down + A
Rear Sword Slash	Back + A
Front Sword Slash	Smash + A

SPECIAL

Shield Breaker	B
Dancing Blade	Smash + B
Dolphin Slash	Up + B
Counter	Down + B



ROY

TO UNLOCK: COMPLETE CLASSIC MODE WITH MARTH



BASIC

Sword Slash	A
Vertical Sword Slash	Up, A
Low Sword Stab	Down, A
Front Sword Slash	Forward, A
Vertical Sword Stab	Up + A
Spinning Sword Slash	Down + A
Sword Slice	Smash + A
Charging Sword Slash	A (While Running)

AERIAL

Double Sword Slash	A
Vertical Sword Slash	Up + A
Downward Sword Slash	Down + A
Rear Sword Slash	Back + A
Front Sword Slash	Smash + A

SPECIAL

Fire Blade	B
Double Edge Dance	Smash + B
Blazer	Up + B
Counter	Down + B

SUPER, SMASHING GREAT SECRETS

SMASH YOUR WAY INTO THE SECRET STASH

There are plenty of things to unlock in the game besides secret characters... although it'll take a whole lot of work to find them all!

■ NEW VS MODE STAGES

For every 50 VS matches that you fight, you'll unlock one of four new arenas to battle in — they are, in order of unlocking:

1. BRINSTAR DEPTHS
2. FOURSIDE
3. BIG BLUE
4. POKE FLOATS

Other stages that can be unlocked are as follows:

■ MUSHROOM KINGDOM II (SUBCON):

Find the Birdo or Pidgit trophies in Adventure mode or win it on the Lottery.

■ FLAT ZONE:

Complete Classic or Adventure mode with Mr Game And Watch

■ BATTLEFIELD:

Complete All-Star mode once with any character

■ FINAL DESTINATION:

Complete all 51 event matches in Event mode

■ YOSHI'S ISLAND (SSB):

Score over 1300ft in the Home Run Contest

■ KONGO JUNGLE (SSB):

Complete the 15-Minute Melee with any character

■ DREAM LAND (SSB):

Complete the Target Test with all 25 characters

■ ALL-STAR MODE

Complete Classic AND Adventure mode with all 25 characters in the game

■ SOUND TEST MODE

Complete Event Match #51 in Event mode



WELCOME TO ADVANCE...

Well now... seeing as you're reading these words (and that we're now either on or past the May launch date, depending on when you're reading the mag), we have to assume that you've got yourself a GameCube... or are at least on the cusp of buying one. But the question is, have you got a GBA as well? With the price having dropped and the games getting better by the month – not to mention the obvious link-up capabilities – there has never been a better time to pick up a Game Boy Advance. Just think... playing Sonic Adventure 2 Battle on your GameCube, then plugging in your GBA and taking the game with you. When it comes to games, can it get any better than this? We think not... but then we would say that, wouldn't we?



ADVANCE

Only the best make it into ADVANCE – if it isn't here, it isn't worth buying...



ALEX FERGUSON'S PLAYER MANAGER 2002

Can you handle the pressure of football management and show the stamina to play through a season?



CUBE

INFORMATION

PUBLISHER: UBI SOFT
DEVELOPER: EXIENT
GENRE: SPORTS
PLAYERS: 1-2
RELEASE: OUT NOW

STATS

■ OVER 250 TEAMS
■ SEVEN EUROPEAN LEAGUES
■ PLAYER MANAGER GAME
■ GREAT TWO-PLAYER LINK-UP
■ FULL MANAGER GAME

IF YOU APPRECIATE gameplay over looks, then you might just want to check out this offering from Ubi Soft. Not long after you switch it on and make your team selection you'll become aware of exactly how much has been crammed onto this cartridge.

Actually, there are two games – depending on whether you decide to play as a player manager or a full manager. The former is by far the best option as you get to manage the team AND play the matches. You'll need to use guile, tactical astuteness and hope to pick up a little luck as you play your way through a gruelling championship season. Included are European competitions and a domestic cup to give the game a



real feel of authenticity. The matches themselves work very well with the top-down view and are quickly engrossing. It may not have the looks of some of its rivals, but it plays like a dream. Sadly, the great gameplay is not matched by the audio – sound is basic, to say the least, but this is a mere blip in an otherwise great footy release.

**CUBE
RATING**
90

FOOTBALL'S A BUSINESS

Sadly, this is true, so money and financial considerations are part and parcel of this game. In the Finances menu you'll find several options available to you for increasing the revenue of your club and balancing the books. If you want to have a team full of superstars, you'll need to have some serious money to bankroll them. You are given various options of how to make money – you might want to rebuild or upgrade the stadium, or you could bump up the prices of tickets, replica shirts, souvenirs and snacks. Be careful not hike prices up so high as to put off your loyal fans though!



**CUBE
STAR
GAME**

PLATFORMER OR PUZZLER?

To collect the game's many items (keys, stars and gems) there are a variety of puzzles to be negotiated. The early levels themselves start off with simple objectives like grabbing a nearby enemy and bouncing to the adjacent ledge, collecting the key and simply moving onto the next screen. However, this starts to increase in intensity as later levels really get that grey matter sweating – where grabbing, bouncing, flapping and throwing are required collectively to successfully complete the game's challenging later visions.



Is it a bird, is it a plane? Well, who really cares... as long as it's good!

THE PREMISE: UNAVOIDABLY, in a world where dreams are unquestionably banned, Namco's cat-thing stands up to the powers that be in order to liberate our inhibited minds. So without further ado, we wearily enter Klonoa's first vision – Fighting City: Ghazzaland.

Upon commencing your adventure, you'll soon realise that you have to collect three stars in order to progress through the game's joyous levels and mini-games, which we must say have all been expertly designed. Flapping your ears, power bouncing off your foes and boarding across the side-scrolling mini-games, you'll soon get

into the swing of things and find that there are several different ways to reach those high platforms and several different ways to collect those elusive remaining stars and gems. So, with hidden secrets, great mini-games and a massive challenge, this game will have you drooling for more whilst attempting to flap your unyielding ears.

Although initially Namco's cat-thing may seem somewhat unimpressive, his charm and simple controls grace the GBA screen unlike any title before it. To simply cast this game off as another platformer would be gaming sacrilege.

CUBE RATING **92**

KLONOA: EMPIRE OF DREAMS



MANIC MINER

Is Willy still a minor or has he ripened over the years?



CUBE

INFORMATION

PUBLISHER:	JESTER INTERACTIVE
DEVELOPER:	IN-HOUSE
GENRE:	PLATFORM
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- TWO PLAY OPTIONS: NORMAL OR ENHANCED
- A SUPERB SLICE OF RETRO GAMING
- NEAR IDENTICAL TO THE ORIGINAL
- ADDICTIVE PLATFORMING ACTION
- IT'S THE RETURN OF A LEGEND

CUBE
RATING
82

DURING THE EARLY Eighties we were introduced to one of the first computer games characters to ignite our imaginations; the source of this inspiration was known to the masses as Willy. This strange, yet determined, miner strenuously negotiated moving platforms, rancid toilets, seals, apes and 'Eugene' amongst many other perilous obstacles and enemies in order to achieve his primary objective: escape each level unscathed, collecting all the exit keys along the way. Although his adventures have indeed spread through one sequel and a prequel, the best example of his wacky and entertaining world is simply that of *Manic Miner*.

The big question, then, is what has been done to show the capabilities of its new host system? Well, Jester Interactive has added some treats for modern gamers, such as FMV pieces, ten new levels and there is the ability to play an enhanced version of the game. Yet, fundamentally, there is very little difference with the game itself; something which may prove to be a disappointment if you were expecting a graphics overhaul and a breath of originality. We also need to mention that, although the game is a great example of old-skool gaming for us older players, there is little to justify the £29.99 price tag for younger gamers.

MINOR GRAPHICS WITH MAJOR GAMEPLAY

From the flat 2D classics of old, to the high-octane thrillers that grace today's most powerful consoles, it is an undeniable fact that over the last twenty years games have grown up. Although we have all come to expect the state-of-the-art graphics and thrills exploited in modern titles, there really is nothing that comes close to the gameplay of old.





NINTENDO GAME CUBE™



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09.05.02-06.06.02

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STUDIO EYE

THIS MONTH... SN SYSTEMS

**STUDIO EYE****© INFORMATION****COMPANY NAME:** SN SYSTEMS**START UP DATE:** 1989**FOUNDER:** ANDY BEVERIDGE
MARTIN DAY**WEB-SITE:** WWW.SNSYS.COM**ADDRESS:****© PLATFORMS**

- MEGADRIVE, SNES, MEGA-CD, SATURN,
PSONE, N64, PS2, XBOX, GAMECUBE, GBA

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- CURRENTLY LOOKING FOR TALENTED PEOPLE
OF ALL DISCIPLINES. SEE WEB SITE FOR
FURTHER DETAILS.

Cube reveals the studio that all games development companies depend on... even Nintendo.

THIS MONTH'S STUDIO Eye takes us in a slightly different direction from the norm, in that SN Systems doesn't actually develop games. The company was originally founded after Martin Day and Andy Beveridge had to resort to writing their own development tools in order to get the most out of the hardware they were working with. The results of their efforts were pretty impressive – a convincing case of 'if you want something done properly, do it yourself.' Hardware manufacturers at

the time were providing their own development tools to developers but, as is typically the case (especially back then) certain elements were always held back. Other developers learned of the new tools on the block – and after 'lending' their wares out a few times, Andy and Martin figured that they were on to a good thing.

One thing led to another and SN Systems Ltd was started up. Now comprising a dedicated team of 34, the company has enjoyed enormous success purely because they make



TAKE A LOOK THROUGH THE EYE



developers' lives so much easier. Tools for the MegaDrive, SNES, Mega CD and Saturn followed and SN's efforts didn't go unnoticed. The big bang came when Sony adopted SN's SDevTC tools as part of the official package sent out to developers.

By now SN Systems was a household name in the console development community and the Saturn tools were used by over 70% of the industry. Its N64 tool-set (S64) provided an essential aid to N64 developers. As some of our readers may recall there were many complaints from developers claiming that Nintendo was extremely unhelpful when it came to software support. If you weren't part of the 'Dream Team' you could sit in line, and the S64 allowed third parties to get something respectable out of a (relatively) architecturally unsound console. In fact, the product was so good that it received the 1999 Frontline Award for Development Environments.

Moving on, SN's latest exploits have seen it providing solutions for the next-generation offerings:

ProDG for PS2, GameCube and GBA are now on the market. ProDG for GameCube allows developers to create software under Windows OS and cuts development time by around 30%. NCL (Nintendo of Japan) was very quick to announce this news, further cementing SN's reputation in the industry.

So there you have it. It's thanks to companies like SN Systems (and Nintendo obviously) that the GameCube is so easy to develop for... aww, we could hug you guys!

CUBE

THINKS...

FIRST IMPRESSION

■ SN Systems is responsible for helping developers to get more out of the GameCube and GBA in a shorter space of time. As if the GameCube wasn't developer-friendly enough, it's now even easier to work with. As the months go on SN will find other tasks that the hardware is capable of performing, and then the tool-sets will be updated accordingly. Suffice to say, because of SN the boundaries of the GameCube will continuously grow. You ain't seen nothing yet.

CUBE

IN THE CUBE WITH...

ANDY BEVERIDGE DIRECTOR/CO-FOUNDER, SN SYSTEMS

CUBE: How did you get into the videogames industry?

AB: I met Martin (Day) at university and he used to write games on his Atari 800. I did a degree in Biochemistry, which wasn't much use, and I decided that computing was really where I wanted to be. I came out of university and started working with Apple 2s. One way or another I started working for a company that developed tools for the Commodore Amiga and the Atari ST. Through that I went to shows, met people and started doing computer games. Meanwhile Martin had been writing games in his spare time and had a few small releases on the ST. We then formed a company called The Assembly Line with Adrian Stevens and John Dale. We had a pile of releases through people like US Gold.

We started to write our own tools simply because developers are never happy with their tools. Other developers saw them and said that they were really good, and that we should sell them. For a while we did both games and tools but the games business is so stress-ridden and I have a lot respect for the people in it. When you see people working 80-hour weeks just to get a game through submission, it makes me glad not to be in it. With games, once it's out that's it. With tools you can always release updates later on if you need to, so it's a case of continual development rather than a mad rush.

CUBE: What titles have you worked on in the past?

AB: Martin did *Zenon II* for the Bitmap Brothers and *Pipe Mania*. Adrian did *Interphase* and *Vaccine*. All our games got great reviews, but most of them weren't big sellers. The biggest thing we did was *Stunt Island* for Disney. It still has quite a cult following actually!

CUBE: Top-three video games of all time?

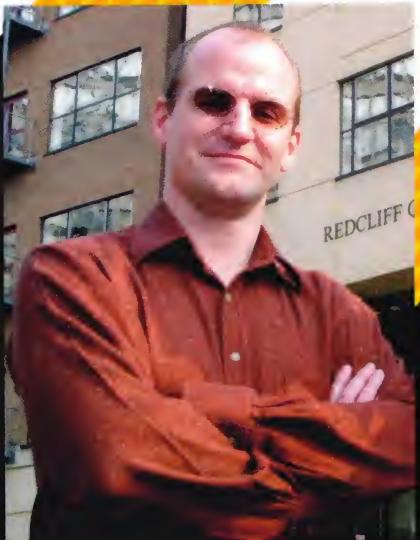
AB: 1) *Rally Speedway* on the old Atari (400 and 800, not ST). 1983 classic that was stupidly addictive after the pub when we were students. This game regularly had us all (me and my geeky friends) in hysterics.

2) Disney's *Stunt Island* on PC

OK, so it was one of our games when we were 'The Assembly Line' (before SN) but getting together the demos (which required a committee of us cutting multiple 3D-camera scenes to make a movie) for Disney got us completely hooked.

3) *Super Mario Kart* on N64. Well, it's like flashbacks to *Rally Speedway* all over again isn't it?

4) Four of us (The Assembly Line again) playing the excellent unofficial 'Aliens' conversion for Doom (we found it on the Internet) in the dark. I have never been more scared playing a computer game (or doing much else for that matter). Some of those lifts were only big enough for two people <shudder>, which is a problem when a party of four is in a big hurry to get away from something.



CUBE: What is it exactly that SN Systems does?

AB: We produce the tools that the game developers use to produce the games. We see the game developers as our customers. On a business level, we're dealing with the publishers and even the hardware manufacturers like Sony and Nintendo.

CUBE: Take for example the GameCube. How exactly did you go about approaching Nintendo to create tools for its system?

AB: Nintendo came to us for GameCube. They originally came to us when the GameCube was on the drawing board, and we were introduced to ArtX (responsible for the graphics chip). At the time they hadn't even decided what CPU was going to be in it. Then it all went quiet and Nintendo went away. After that Nintendo worked with CodeWarrior for the tools but a number of the developers gave Nintendo a hard time and said that they wanted our tools. Nintendo came to us and said 'everyone wants your tools - will you do them?'

CUBE: Your S64 tool-set didn't come out until a few years into the console's life. Would you say the lack of decent tools was responsible for the lack of decent games in the N64's early years?

AB: It's inevitable with any console where the console manufacturer doesn't go to huge lengths to make sure that the developers can get to grips with the hardware quickly. Lately, Nintendo has become very good at tailoring video chips to do what the game developer wants. Back then it was really a matter of taking off the shelf parts, throwing them together to make a games console and just expecting the game developers to find things out. Nintendo has never been big on Developer Conferences - the DevCons are really good because all the developers get together and compare notes on the machines. There's nothing like hearing that your rival has got a polygon count 50% higher than yours to make you want to really push the machine. With Nintendo, the developers were all very closed and didn't co-operate like that.

CUBE: How do your tools differ from something like RenderWare?

AB: RenderWare is basically a toolbox and a library of useful 3D capability. It takes care of all of the drawing for you. If you use RenderWare and a 3D Modelling package then you just take your models, feed them into RenderWare and write a small amount of code to hold it all together. It takes care of all the technical details, so you don't have to worry about how the video chip works or DMA throughput. What we do are the programmer's tools, which are low-level, nitty-gritty tools that the programmer absolutely has to have to get the job done. Even if you're using RenderWare you still need programmer's tools to write the code, which (with the GameCube) means either ProDG or CodeWarrior.

CUBE: Would you say that the availability of such complex tools has made some developers lazy?

AB: If anything was going to make developers lazy it would be the middleware like RenderWare and physics packages. Our tools just enable the developer to get more work done in the same amount of time, whereas RenderWare saves them having to do certain things.



Here he is. The man himself with all of his lovely toys, GC Backup device 'n' all.

THOUGHT THIS ISSUE WAS GOOD? WAIT UNTIL YOU SEE WHAT'S COMING NEXT MONTH!

Next Month... Next Month... Next Month... Next Month...

HORIZON

**BIG
GAMES**

DIE HARD VENDETTA

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Yes, we've been promising it for ages – finally though, we've been given the all clear to show you what is sure to be one of the greatest first-person shoot-'em-ups ever. Dirty vests at the ready, everyone...



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So, the GameCube is out and everyone's happy... but how did the launch go? What sort of sales did Nintendo get on Day One? And what were the Cube Clubs like? We go undercover to find out the truth!



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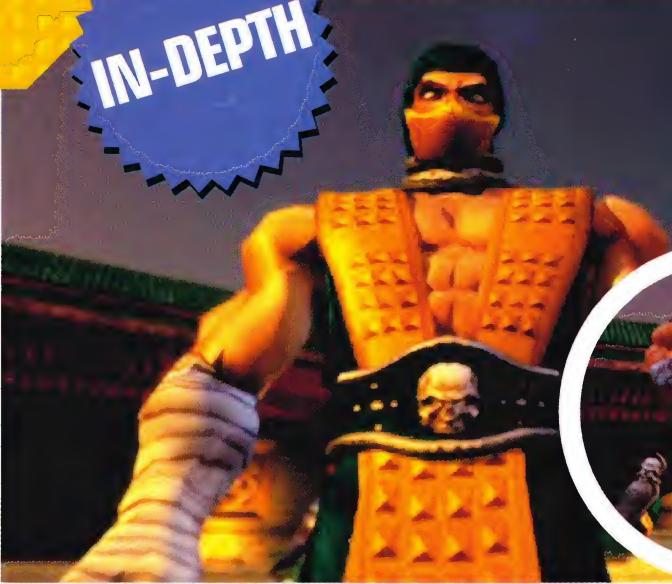
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IN-DEPTH



PLUS

INTERVIEWS

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The people who've been suffering from Worms for absolutely ages finally get the Studio Eye treatment... oh, and some ointment too.



MK: DEADLY ALLIANCE

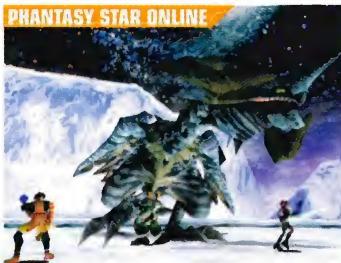
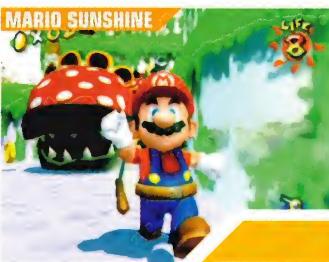
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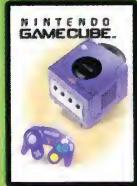
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PASS NOTES

NAME:
LUIGI

NICKNAME: Luigi-poos, sanitation engineer Luigi.

IN A SENTENCE: Thin and gaunt, green-clothed brother to the famous Mario.

AGE: He first appeared in 1983, in *Mario Bros*. So 19 would be the logical answer. But he sure looks older than that...

APPEARANCES: Nearly always accompanying his famous brother Mario, as said above, he made his debut in the arcade game *Mario Bros*, back in 1983. He followed this up in 1985, appearing in the classic NES/Famicom title *Super Mario Bros*. This was a turn-based system; when the player using Mario lost a life, Luigi would take his turn. He was in the following three NES/Famicom games: *Super Mario Bros 2*, the Japanese-released *Super Mario Bros 2* (known as 'The Lost Levels' in the West) and *Super Mario Bros 3*, possibly the finest game he's stared in yet.

Later on he appeared in *Super Mario World* on the SNES/Super Famicom, in 1993. The following year he raced against his sibling in *Super Mario Kart*. It took a while for him to make an appearance on the Game Boy. The updated *Mario Bros*, *Super Mario Bros DX*, hosted him, as did *Mario Gold* and *Mario Tennis*.

Also in his life, he popped up in *Mario Party*, *Super Smash Bros* and *Paper Mario*. His latest games are the aptly titled *Luigi's Mansion* and *Super Smash Brothers Melee*, which are excellent entries onto the GameCube.

HIGH POINTS: Without question, *Super Mario Kart*, *Super Mario Bros 3* and *Super Mario World*. Absolute classics in every way, these are the cream of the Luigi crop. If you have never played them, it's time for you to indulge in some vintage Nintendo while you wait for *Mario Sunshine*.

LOW POINTS: *Super Mario Bros 2*, unfortunately, wasn't too hot. Not a true sequel to the earlier classic, it was, in fact, a remake of another game – *Doki Doki Panic*. The graphics and sound were changed to appeal to Mario fans.

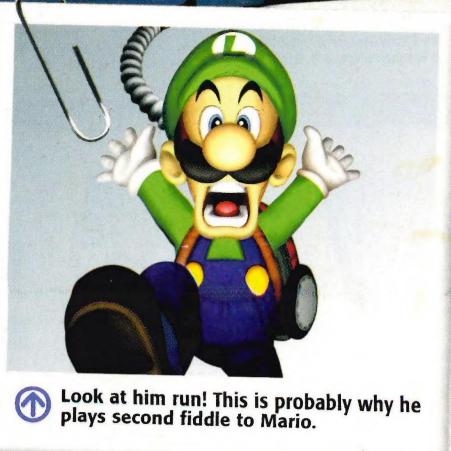
Also worth a mention (or not) is the 1993 film *Super Mario Bros*. Starring Bob Hoskins as Mario and John Leguizamo as Luigi, it marked a new low for Mario. Truly dreadful, the only saving grace of the film was the unintended humour it contained (Bob Hoskins' accent, to be precise).

DON'T MENTION: His brother Mario – he gets all the fame and money, as well as Princess Peach! Poor Luigi is often overshadowed by his podgy relative.

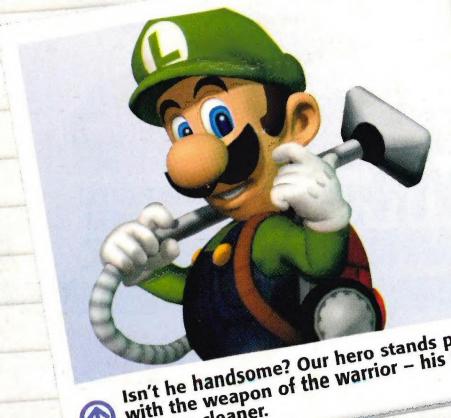
NOT TO BE CONFUSED WITH: Mario, John Leguizamo, the caretaker

MOST LIKELY TO SAY: M...mm...mmmario! Where are you??

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Smackdown 2	Smackdown! J. Bring It
Smugglers Run	Soldier of Fortune
Smugglers Run 2	Sonic Adventure 2
Soldier of Fortune	Soul Calibur
Sonic Adventure 2	Soul Reaver
Soul Reaver	Soul Reaver 2
Soul Reaver 2	Spec Ops: Covert Assault
Spec Ops: Rangers Elite	Spec Ops: Stealth Patrol
Spec Ops: Stealth Patrol	Spiderman
Spiderman	Spy Hunter
Spiderman 2	Spyro: Ripto's Rage
Spy Hunter	Spyro 3: Year of Dragon
Spyro: Ripto's Rage	Spyro: The Dragon
Spyro 3: Year of Dragon	Spyro: Season of Ice
Spyro: The Dragon	SSX Snowboarding
Spyro: Season of Ice	SSX Tricky
SSX Snowboarding	Star Trek: Elite Force
SSX Tricky	Star Trek: Invasion
Star Trek: Elite Force	Star Wars: Jedi Power Bats
Star Trek: Invasion	Zelda
Star Wars: Jedi Power Bats	Star Wars: Gal. B'ground
Zelda	Star Wars: Phantasm M.
Star Wars: Gal. B'ground	Star Wars: Star Fighter
Star Wars: Phantasm M.	State of Emergency
Star Wars: Star Fighter	Sting!
State of Emergency	Stronghold
Sting!	X-Squad
Stronghold	Z = 2 6
X-Squad	X-Files
Zorro	X-Men Mut. Academy 2
Zorro	X-Squad

Submarine Commander	Summoner
Summoner	Super Mario Advance
Super Mario Advance	Super Rundabout
Super Rundabout	SuperCat St. Challenge
SuperCat St. Challenge	Syphon Filter
Syphon Filter	Syphon Filter 2
Syphon Filter 2	Syphon Filter 3
Syphon Filter 3	Technomage
Technomage	Tekken 3
Tekken 3	Tekken Tag Tournament
Tekken Tag Tournament	Tenchu 2
Tenchu 2	The Weakest Link
The Weakest Link	Theme Hospital
Theme Hospital	This is Football 2002
This is Football 2002	Thrasher Skate & Dest
Thrasher Skate & Dest	Thunderhawk: Op.
Thunderhawk: Op.	Time Crisis
Time Crisis	Time Crisis 2
Time Crisis 2	Time Splitters
Time Splitters	TOCA World Touring Cars
TOCA World Touring Cars	Tokyo Extreme Racer
Tokyo Extreme Racer	Tomb Raider
Tomb Raider	Tomb Raider 2
Tomb Raider 2	Tomb Raider 3
Tomb Raider 3	Tomb Raider 4
Tomb Raider 4	Tomb Raider 5
Tomb Raider 5	Tomorrow Never Dies
Tomorrow Never Dies	Tony Hawk's
Tony Hawk's	Tony Hawk's 2
Tony Hawk's 2	Tony Hawk's 3
Tony Hawk's 3	Top Gun: Combat Zones
Top Gun: Combat Zones	Toy Story 2
Toy Story 2	Turok: Dinosaur Hunter
Turok: Dinosaur Hunter	Twisted Metal Black
Twisted Metal Black	V = 2 2
V = 2 2	Vagrant Story
Vagrant Story	Victorious Boxers
Victorious Boxers	Voyager Elite Force
Voyager Elite Force	W = 2 3
W = 2 3	War Hammer: D Omen
War Hammer: D Omen	Warrio Land 4
Warrio Land 4	Warriors of M & M
Warriors of M & M	Warzone 2100
Warzone 2100	Wild Thornberry C Chase
Wild Thornberry C Chase	Wolfenstein, The Return
Wolfenstein, The Return	World C Snooker 2002
World C Snooker 2002	World Is Not Enough
World Is Not Enough	World's S. Police Chases
World's S. Police Chases	Worms Armageddon
Worms Armageddon	WRC: World Rally Champ
WRC: World Rally Champ	Wu Tang: Taste the Pain
Wu Tang: Taste the Pain	WWF Nu' Mercy
WWF Nu' Mercy	WWF Rd to Wrestlemania
WWF Rd to Wrestlemania	WWF Smackdown
WWF Smackdown	WWF Smackdown 2
WWF Smackdown 2	WWF Smackdown 3
WWF Smackdown 3	WWF War Zone
WWF War Zone	X-Files
X-Files	X-Men Mut. Academy 2
X-Men Mut. Academy 2	X-Squad
X-Squad	Z = 2 6

GAME CUBE

A = 0 1	Agent Under Fire
B = 0 2	Batman Vengeance
C = 0 3	Cel Damage
C = 0 3	Crazy Taxi
D = 0 4	Dave Mirra Freestyle BMX 2
E = 0 5	ESPN Winter Sports 2002
E = 0 5	Extreme G3
F = 0 6	FIFA 2002
G = 0 7	Gauntlet Dark Legacy
L = 1 2	Luigi's Mansion
M = 1 3	Madden NFL 2002
N = 1 4	NHL Hitz 2002
NFL Blitz 2002	NFL Quarterback Club 2002
P = 1 6	Pikmin
R = 1 8	Rogue Leader
S = 1 9	Simpsons: Road Rage
Simpsons: Road Rage	Sonic Adventure 2 Battle
Spy Hunter	SSX Tricky
SSX Tricky	Star Wars: Rogue Leader
Star Wars: Rogue Leader	Super Monkey Ball
T = 2 0	Tarzan Free Ride
The Simpsons: Road Rage	Tony Hawk's Pro Skater 3
W = 2 3	Wave Race: Blue Storm
0-9 = 2 7	007 Agent Under Fire
18 Wheeler	



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Come to the Dark Side.



The mighty armies of light and dark have gathered. The future of a fragile world hangs in the balance. Will you follow the force for good by becoming Sonic the superhero in a race for worldly peace? Or perhaps you will succumb to the dark and dastardly Shadow and reap terrible destruction upon the earth? The time has come, choose your hedgehog leader wisely.

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Time to take sides

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